WALT DISNEY'S

MICKEY MOUSE

"PLANET OF FACELESS FOES"

BY FLOYD GOTTFREDSON

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Series Editors: David Gerstein and Gary Groth

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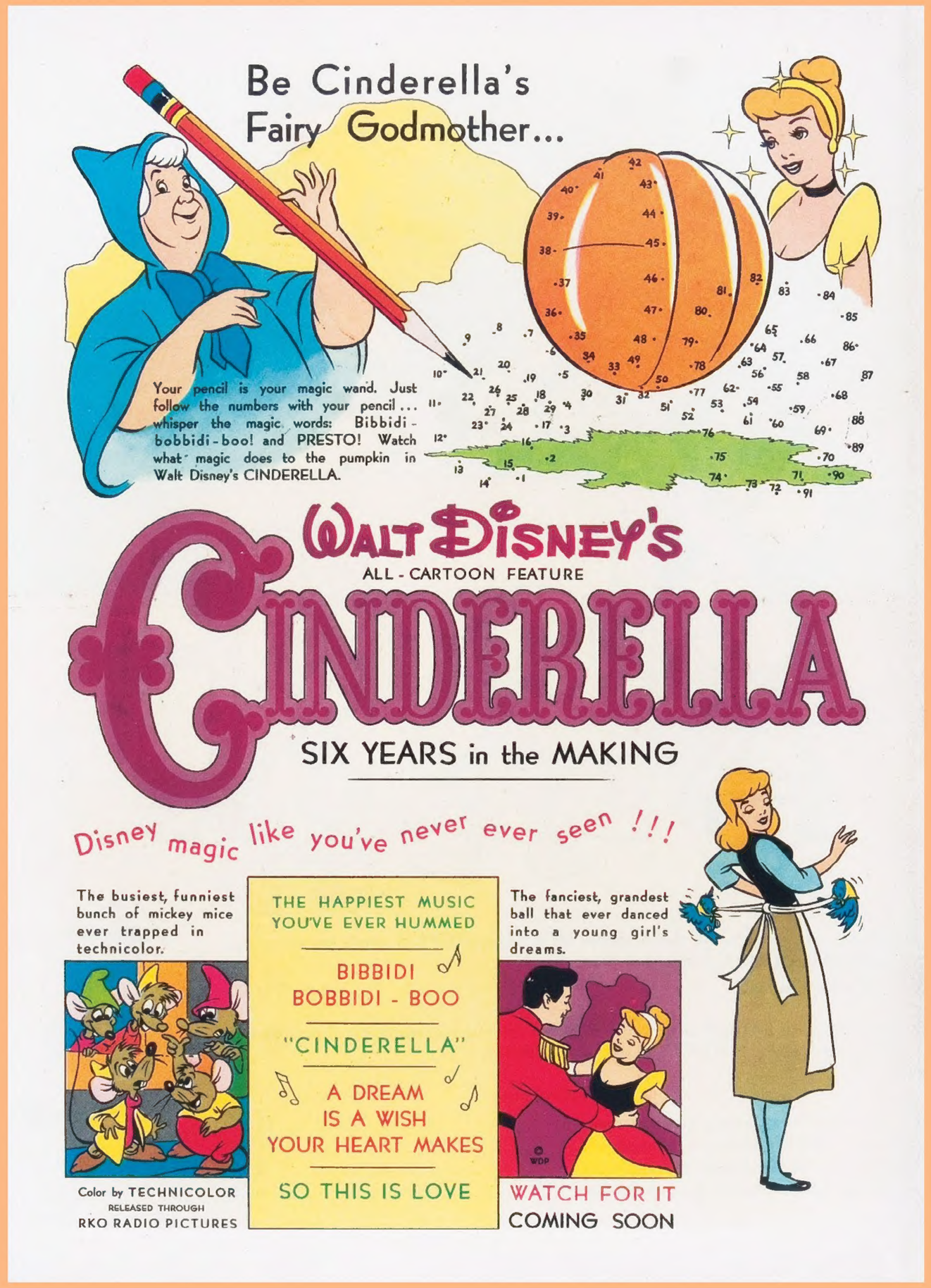
RIGHT: The name "Mickey" isn't usually thought of as an adjective. But that's what it became when Gus, Jaq, and their gang were described as "mickey mice" in early publicity for *Cinderella* (1950), such as this back cover ad from the comic book *Walt Disney's Comics and Stories* 113 (1950). The idea of a crossover between these mice and Mickey extended into Floyd Gottfredson's *Mickey Mouse* comic strip with this volume's story "Mousepotamia" (1950). Image courtesy Thomas Jensen.



BACK IN COLD WAR DAYS, or so pop culture tells us, you never knew just who was a spy. Sneaky Soviets—or from the other side, wanton Westerners—might lurk in every nook and cranny, scrambling and sniveling. Secrets were everywhere... and everyone wanted to find them first!

Now another great Cold War secret comes to light: the thrilling—and sometimes hilarious—adventures Mickey Mouse had in that age of espionage. From outer space races to irony behind the (literal!) Iron Curtain, authors Floyd Gottfredson and Bill Walsh dropped a dollop of current events into almost every Mouse tale they told. And now we're collecting them all—so you can see history just as it was made, with no A-bomb left unturned. Pegleg Pete isn't the only short fuse around here... ***bozhe moi!***

As usual, our vintage Gottfredson strips have been remastered with the invaluable aid of Ken Shue, Vice President of Global Art at Disney Publishing Worldwide, and his Executive Assistant Iliana Lopez.

Further scholars have contributed artwork, knowledge, and archival items. We're grateful to Director Rebecca Cline and Archivist Kevin Kern at the Walt Disney Archives. I'd also like to thank Thomas Andrae, Roland Benton, Luca Boschi, Jacques Echegaray, Ferdi Felderhof, Leonardo Gori, Colleen Gottfredson Toomay, Jonathan Gray, Becky Griffey, Thomas Jensen, Thad Komorowski, Roy Kooijman, Stefano Priarone, Erik Rosengarten, Frank Stajano, Ted Toomay, Joe Torcivia, Noel and Jacqueline Van Horn, and Francois Willot.

Others, too, have provided crucial support and encouragement. First and foremost come my parents, Susan and Larry Gerstein, and my brother Ben. Then come friends including Céline and Stefan Allirol-Molin, Alberto Becattini, Jerry Beck, Luca Boschi, Dave Bossert, Leo Breydo, Vincent Del Greco, Byron Erickson, Sarah Gaydos, Lana German, Didier Ghez, Jan Gottfredson, Howard Green, Joakim Gunnarsson, the Hake's Americana staff (including Alex Winter, Terence Kean, and Deak Stagemeyer), Andy Hershberger, Nelson Hughes, Lars Jensen, J. B. Kaufman, Mark Kausler, Raquel Lopez, Mike Matei, Geoffrey Moses, Floyd Norman, KaJuan Osborne, Jesse Post, Tarkan Rosenberg, Travis Seitler, Tommy Stathes, Kwongmei To, Esther Torcivia, Fernando Ventura, Germund von Wowern, Wilbert Watts, and Malcolm Willits.

Duck and cover—we've got classic tales to spy on.

—David Gerstein
June 2016

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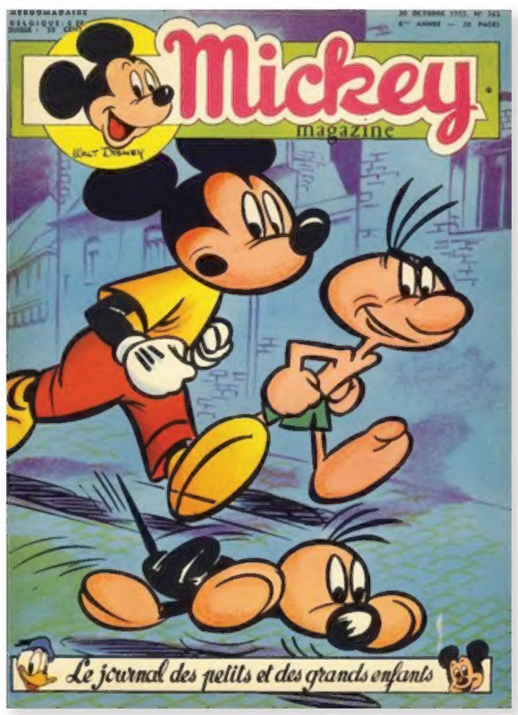

ABOVE: Belgian *Mickey Magazine* 263 (1955), illustrating "The Syndicate of Crime." Image courtesy Francois Willot.

ABOVE: French *Le Journal de Mickey* 1605 (1983), illustrating "Itching Gulch." Art by Claude Marin; image courtesy Jacques Echegaray.

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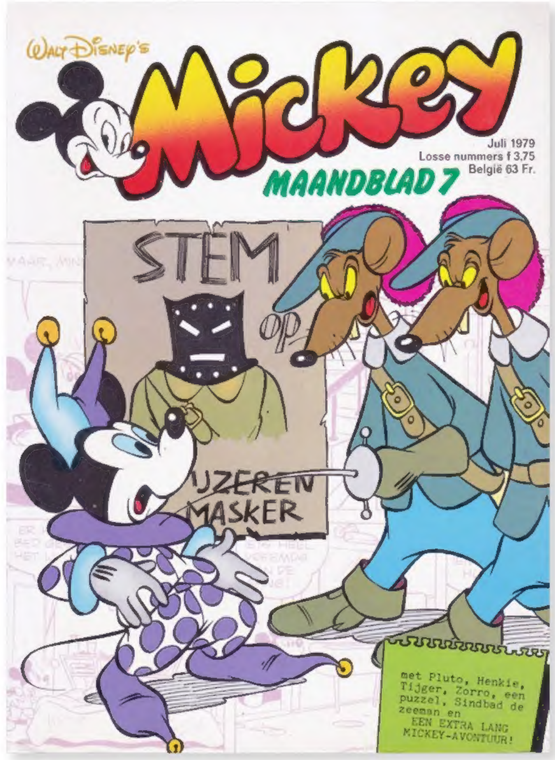
Above: Years before dealing with Eega Beeva's unruly pets, Mickey coddled livestock of his own. Publicity drawing by Floyd Gottfredson for *Musical Farmer* (1932); image courtesy Walt Disney Archives.



Above: Dutch *Mickey Maandblad* 1979-07, illustrating "Mousepotamia." Image courtesy Roy Kooijman.

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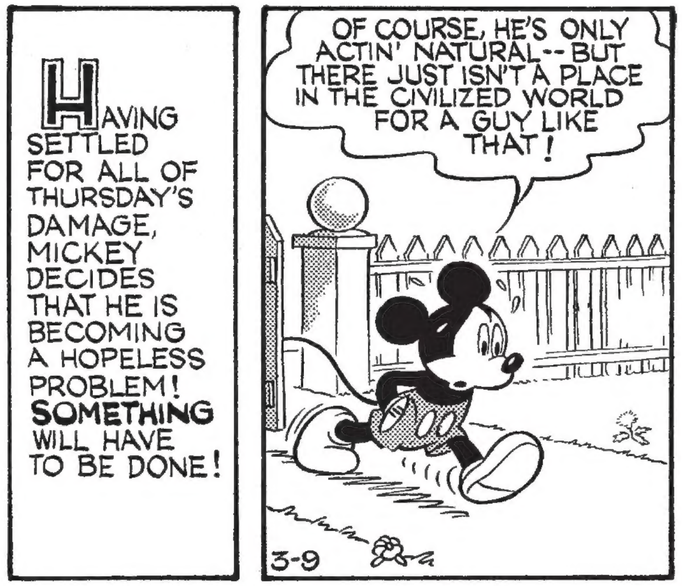


OF MOUSE & MAN

FLOYD GOTTFREDSON AND THE MICKEY MOUSE CONTINUITIES

1948–1951: COLD WAR NOIR REDUX

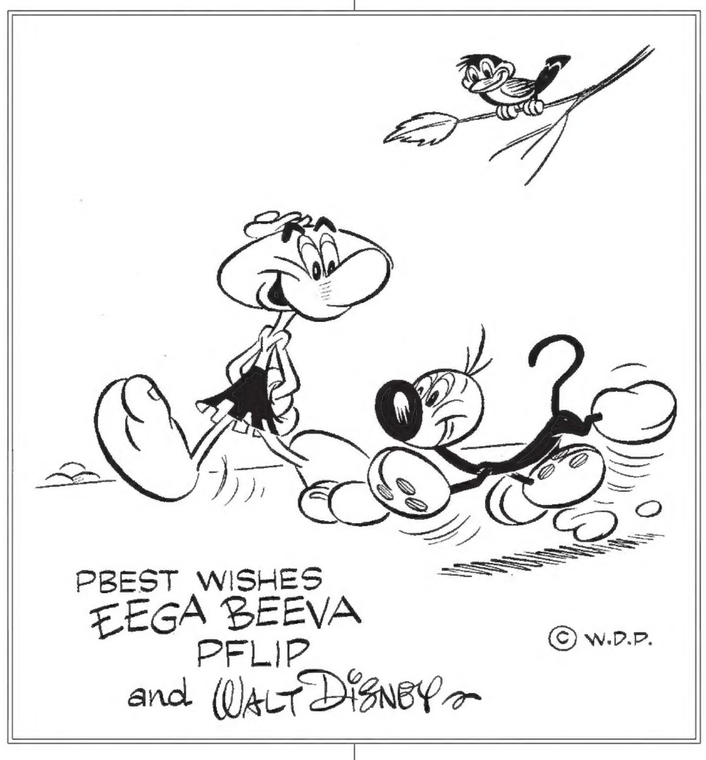
» *Foreword by Thomas Andrae*

Our previous book of *Mickey Mouse* strips concluded with "The Atombrella and the Rhyming Man," a wild Cold War epic pitting Mickey and time traveler Eega Beeva against an eccentric, deadly master spy. As this volume picks up, the mayhem seems over, bringing us back to everyday Mouseton life. But as we shall see, Cold War politics—both sociological and governmental—invaded all aspects of life, even the humble and everyday.

At first glance, "An Education for Eega" (1948) seems to find Floyd Gottfredson and his writer colleague, Bill Walsh, recycling Gottfredson's own earlier 1940 tale, "An Education for Thursday." Initially, Eega is cast as a kind of crazy inventor who threatens to wreak havoc in Mouseton much as Thursday, the visiting jungle islander, had done years earlier. Mickey warns Eega to be careful when inventing things, lest he create some device that will "turn the world into a ball of snow." Confirming Mickey's fears, this is precisely what Eega's next contraption threatens to do! But Mickey's goals are broader than merely containing Eega's out-of-control technology: Eega himself has become problematic. At odds with the future-man, Mickey tries to turn him into a "human being" rather than the alien he appears to be. Eega is an unpredictable outsider whose powers and creativity must be controlled for the sake of social order.

The anxieties surrounding Eega reflected the anti-Communist paranoia of the times. In 1947 President Harry Truman issued an executive order establishing a federal loyalty program.[1] Government employees were subject to interrogations into their political beliefs: the mere act of belonging to a suspect organization, or even reading a book regarded as controversial, was enough to get one fired. As a result many federal employees' careers were ruined. In the same year, the House Un-American Activities Committee launched its investigation into Communist influence on Hollywood. Trumped-up charges based on unfounded evidence resulted in the blacklisting and ruination of controversial actors, writers, and directors.[2] The result of this panic was to enforce a web of conformity that engulfed the nation—a web strengthened by forces beyond anti-Communist ideology.

Social critics pointed to the rise of a bureaucratic, corporate society during the war. In his seminal research work *The Lonely Crowd* (1950), David Reisman argued that an "inner-directed personality," steeped in individualism and the Protestant work ethic, had been supplanted in postwar America by an "other-directed" personality: that of the suburban organization man, ruled by peer pressure and mass media, notoriously afraid to deviate from his homogenous social group.[3] Stories of those who did deviate, and the threats they might pose, blanketed pop culture—including comics.



Above: Mickey's ruminations on Thursday, the island native, in the strip of March 9, 1940 are strikingly similar to his later fears for Eega Beeva, the man of the future.

Right: Eega and Pflip studio fan card drawing by Floyd Gottfredson, 1948. Even here, the two refugees from the sci-fi future seem out of place in a pastoral suburban setting. Image courtesy Walt Disney Photo Library.

Walsh and Gottfredson domesticated the threat of Eega's deviant behavior by restricting it to harmless pranks. Nevertheless, Eega's aberrant actions are enough to cause him to be considered a social menace in Mouseton. When he invents a jet-powered pogo stick, he runs afoul of the police and the law. He is brought before a judge and threatened with being locked in an insane asylum. An overzealous district attorney becomes his *bête noir*, trying to prove that Eega is crazy. The trial sequence is reminiscent of a then-recent film, *Miracle On 34th Street* (1947)—a movie Gottfredson appears to have known well[4]—in which a man named Kris Kringle claims to be the real Santa Claus, rather than just playing the role in Macy's department store at Christmastime. In *34th Street*, the district attorney tries to declare Kringle insane and have him institutionalized; in Gottfredson, the attempt to declare the benevolent and truthful Eega insane similarly backfires. Eega states that everyone else is insane and he is the only sane one. Surprisingly, Eega's claim proves at least partially true! Just as Kris Kringle turns out to be the real Santa in the film, Eega's courtroom tactics reveal that the district attorney is really the one who is insane—or at least temporarily unbalanced.

Eega's strange appearance and abilities could easily cast him as an alien from outer space rather than the future earthman he is; either way, as wacky as his behavior may be, he possesses an implicit level of sophistication and scientific genius. In this capacity, he differs from Thursday in Gottfredson's earlier story, who plays wholly on stereotypes of the black African as racial Other, childlike and uncivilized. Thursday has to leave America by the end of his story; by contrast, "An Education for Eega" defends the seemingly deviant individual as normal, undermining the demand that he conform.

By suggesting that society itself is abnormal, and that Eega is not, Walsh and Gottfredson seem to vindicate the individualist and reject the social demands for conformity that were rampant at the time. Yet their oppositional stance is toned down in order to minimize its threat. The Mouseton district attorney—not the law or the state—is portrayed as the story's major enemy, domesticating the opposition to authority by personalizing it. We see less a fight between postwar society and the individual than between a single abusive authority figure and one eccentric scientist; in the late 1940s social order, scientists may seem quirky, but they have become essential personnel in the post-nuclear world.

In the moralistic and universalistic ideology of anti-Communism that defined 1947's Truman Doctrine, the United States had a mission to establish freedom and fight oppression and tyranny wherever they appeared in the world.[5] This notion led to a shift in formula in the *Mickey Mouse* strip stories. In past continuities, Mickey had traveled to foreign locales and battled bad guys who were direct threats to the United States. He had not, however, attempted to topple whole governments. Now, in the age of postwar totalitarianism, Mickey began to be depicted as a full-on savior, tasked with liberating whole populations oppressed by dictators in foreign lands. These despotic regimes were either explicitly or implicitly under communist rule.

The new formula reflected the bipolarization of international conflicts and ideology in the Cold War era. While the United States retained a sphere of influence over Western Europe and the Americas, the Soviets—believing that the U. S. was committed to the destruction of Communism—moved to impose a vise-like control on Eastern Europe. In August 1947, the Soviets purged all leftwing, anti-Communist leaders from Hungary and installed a pro-Soviet regime in the country. In February 1948, Stalin moved on Czechoslovakia as well, insisting on the destruction of independent Czech political parties. Stalinist troops were sent to the Czech border to back up Soviet demands for the creation of a new communist government. These new developments were symbolically reflected in another Walsh and Gottfredson serial, "Planet of the Aints" (1949).

Mickey and Eega inadvertently discover Be-Junior (seemingly a play on Betelgeuse), a new planet hiding behind the moon. There they are met by a group of faceless people, including Woo-Woo, a sort of faceless space-age pinup girl with a miniskirt and curvy figure. She warmly welcomes them and seems polite and kind—but then tells them "It's a shame we have to kill you!"

The juxtaposition of seeming kindness with brutality is a common trope in Walsh's scripts,

ABOVE: *Miracle on 34th Street* (1947), with its tale of a beset-upon Santa in suburbia, led directly to a similar conflict for Mickey and Eega. Image courtesy Heritage Auctions.

emblematic of his taste for black humor. It also reflects the paranoia of the times, in which beneath a veneer of friendliness seem to lurk spies, ruthless foreign agents, and even homegrown crooks—like Mr. Lamb in Walsh's subsequent "The Syndicate of Crime," a kindly philanthropist who is really the murderous head of a nefarious criminal syndicate. But unlike most of Walsh's oppressive characters, the humans of planet Be-Junior are themselves oppressed: ruled by large, bestial animals called Aints. The humans' degradation, in turn, has made them oblivious to their own brutality.

The image of animals ruling humans, reversing the "natural" order, would become a highly popular theme in the 1960s with the release of five *Planet of the Apes* films. In them, apes enslave humans on a post-apocalyptic Earth after the destruction of civilization by a nuclear holocaust. The theme was suggested by Pierre Boulle's 1963 novel *La planète des singes*, translated in 1964 as *Monkey Planet*. But the concept originally surfaced in Aldous Huxley's 1948 dystopian novel *Ape and Essence*, in which form it influenced Gottfredson and Walsh.[6] In the novel, a lost movie script written by "William Tallis"—a Huxley alter ego—describes a post-nuclear-holocaust world in which apes rule humans. The beginning of the script shows apes *dressed* as humans, too, while engaging in a war of total destruction using chemical and nuclear weapons.

Ape and Essence was published just a few years after America dropped nuclear bombs on Hiroshima and Nagasaki, and only several years into the internecine conflicts of the Cold War. Its plot reflects Huxley's view that man has never gotten beyond the bestial stage of evolution, and must struggle to choose between the spiritual and animal sides of his nature.

In "Planet of the Aints," this theme becomes the focus when Mickey and Eega are brought before the King Aint, a brutal and gluttonous tyrant. In a sign of his insatiable lust and inhumanity, the King eats metal and other seemingly inedible objects. He is about to execute Mickey by having him bludgeoned when Mickey says out loud, "Only a Pocahontas could save me now!" As if to answer his plea, the chief's daughter, Pocahontas-like, rescues Mickey and wants to make him her husband. In this way, Walsh and Gottfredson blend *Ape and Essence* with the Pocahontas legend and the frontier mythology on which it is based. According to this now obviously colonialist concept, the conquest of the Americas engaged mankind in a struggle between the forces of civilization and savagery, with white cowboys and settlers as the good guys and "savage"

Native Americans as either enemies or targets for imposed progress, morality, and civilization.[7] By conflating colonialism with post-apocalyptic and Cold War themes, Gottfredson and Walsh may at first seem to be aligning themselves with the most threatening voices of their time. But the authors defang the threat by giving the Pocahontas plot a humorous twist: the Aint King's daughter is plump and bucktoothed, an ugly princess rather than the beautiful Pocahontas of legend. The notion that white men should be romantically irresistible to Indian princesses is an archetype of frontier mythology. By twisting this trope into the comic

LEFT: Twenty years after Gottfredson's tale of the Aints, his primary influence—Aldous Huxley's *Ape and Essence* (1948)—birthed this much more famous sci-fi series. Theatrical poster, 1968; image courtesy Heritage Auctions.

ABOVE: The 1875 five-dollar bill featured this image of Pocahontas' introduction to European royalty, illustrating the legend as it evolved over the years. Image courtesy Heritage Auctions.

stereotype of the shotgun marriage—and making fun of miscegenationist fear, with the humanized animal Mickey ironically angry about marrying an animal—Walsh and Gottfredson seem to kid not only colonialism, but "Moook"'s overarching themes of post-apocalyptic panic and anti-Communist allegory.

Mickey is just about to tie the knot when Eega helps him escape. Woo-Woo then asks Mickey to be head of her people's army in a fight against the Aints. In a parallel to free-world support for the imperiled Czechs, Mickey is positioned as the American savior of an oppressed nation, saving them from tyranny. The story again invokes frontier mythology when Mickey and his companions are trapped in a high tower, encircled by an army of 40,000 Aints: the imagery recalls the cliché that white good guys are always surrounded and vastly outnumbered by hostile Indians, but triumph due to their bravery and virtue. Here, Eega conjures up a plethora of yo-yos, which fascinate the Aints and make them fight among themselves: like movie Indians enamored of worthless trinkets from white civilization.

Mickey has helped spur Be-Junior's humans into battle; the fact that they now are able to stand up for themselves enables them to "regain face," and their lost faces reappear. As usual—and as in frontier mythology—Mickey is a selfless, redeeming hero; but in one more hint to where Walsh's and Gottfredson's sympathies lie, his homecoming is upstaged by a beauty pageant.

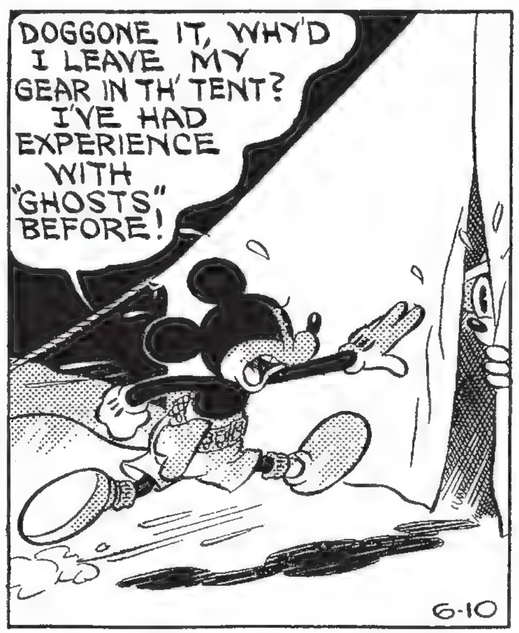
"The Moook Treasure" (1950) returns more overtly to the theme of foreign despotism. The story is structured like a treasure hunt: the first part consists of short vignettes in which Mickey and Eega travel to various foreign countries for clues to the whereabouts of the treasure. Able to prophesize the future, Eega has forebodings about the trip and opts not to accompany Mickey. But he soon reconsiders; Mickey meets him in Ireland disguised as an Irishman and speaking in a brogue!

For awhile the story functions like a travelogue, with Mickey visiting national landmarks like Ireland's Blarney Stone. In England, Mickey and Eega meet Mickey's old enemy, Pegleg Pete, in disguise, but he quickly disappears. A further clue leads them to Paris and the Eiffel Tower, with Pete all the while eavesdropping on the discovery of new treasure clues. As Pete then follows them to Cairo in Egypt, the scenario reflects a new international consciousness on the part of Americans. Before World War II, Americans were primarily isolationists who believed in keeping the nation's affairs separate from foreign entanglements. With the coming of the war, however, Americans began to see the necessity of intervening overseas in order to protect democracy and the Allies from Hitler's war machine. Now, in the postwar years, casual travel around the globe had become a much more accessible concept.

Several ghosts appear in the "Moook Treasure" story: one in England, another in Egypt. Walsh's scripts differ from Gottfredson's pre-Walsh serials by featuring genuine spectral beings. Gottfredson's stories had been more rationalistic and always explained away the existence of spirits: as in his "The Seven Ghosts" (1936), in which the ghosts are really mortal robbers in disguise. But in the intervening time, ghosts had become highly popular in 1940s films; perhaps due to the coming of World War II, in which even young Americans had to face the immense weight of their own mortality.

Walsh domesticates the terror of his Egyptian ghost by making him a being who is afraid of people rather than out to scare them, and a friendly fellow who saves Mickey and Eega from a lion and helps them track down the next treasure clue. Similarly, the story also softens the paranoia surrounding Russia's theft of atomic secrets. The Soviets had tested an atom bomb in 1949, breaking the United States' monopoly on that weapon. In "The Moook Treasure," however, the Russians are turned into jokes: there are so many spies afoot that they are barely able to crowd under Mickey's bed.

Gottfredson and Walsh play upon the noir atmosphere of paranoia and alienation when Mickey and Eega are captured by the Russians and confront a Soviet femme fatale: Aygotcha, head of the secret police. Although she declares herself to be "a simple, friendly girl at heart," the skull pupils in her eyes reveal



BELOW: In stark contrast to this volume's "The Moook Treasure," early Gottfredson strips' debunking of ghosts was so complete that upon seeing specter-like beings in "Search of Jungle Treasure" (1937), Mickey automatically assumes they are frauds. Detail from the strip of June 10, 1937.

her deadly nature. Typical of the femme fatale, she combines sexual attraction with malignity. Soviet Russia was often stereotyped as empowering women, who were typically depicted as masculinized because of the presumed gender equality in the country. Here, Aygotcha is a top official saluted by all her soldiers, as well as "the most feared woman in Europe." In this way, she is also a surrogate for American males' period fears of the women who had taken traditionally masculine jobs during World War II, becoming powerful and self-confident "Rosie the Riveters." Again, Walsh domesticizes the anxieties he raises with a deft comic twist: the Iron Curtain is depicted comically as an actual drapery-like wall.

On a superficially patriotic level, "The Moook Treasure" seeks to deflate Russian's stereotypically inflated notions of their socialist prowess in contrast to America. Aygotcha brags about having "plenty tanks" and being a "big, strong nation," but the Russians' military hardware is in such bad shape that Eega has to push one of the tanks to make it go. The story exposes the country as a despotism and its citizens' happiness as totalitarian propaganda: the Russian car carrying Mickey is pelted by stones and a batch of sizzling dynamite, and all the Russian soldiers have false, toothy smiles.

In a surprise turn, Pegleg Pete is revealed as Soviet Deputy Intelligence Chief. By portraying a career crook in this role, Walsh suggests that the Communists are merely a gang of brutal and untrustworthy criminals, rather than practitioners of an alternative economic and political system. For bringing the Americans to him, Pete "rewards" Aygotcha with a sentence in a concentration camp!

As Mickey asks Pete when he became a spy, Pete replies "I was a spy t'roo all d' years we knew each other...!" This is an incredible shift in Pete's status, and a complete turnaround from his former occupation as a freelance brigand and thief. Evil has shifted from being a lone operator to a member of a large and malign organization. This shift exemplifies what in comics jargon is known as retroactive continuity or *retcon*—the alteration of previously established facts in the continuity of a fictional work. Retcons are common in pulp novels and superhero comic books, and allow for changes within a story to accommodate events that would not have been possible in the story's original continuity.

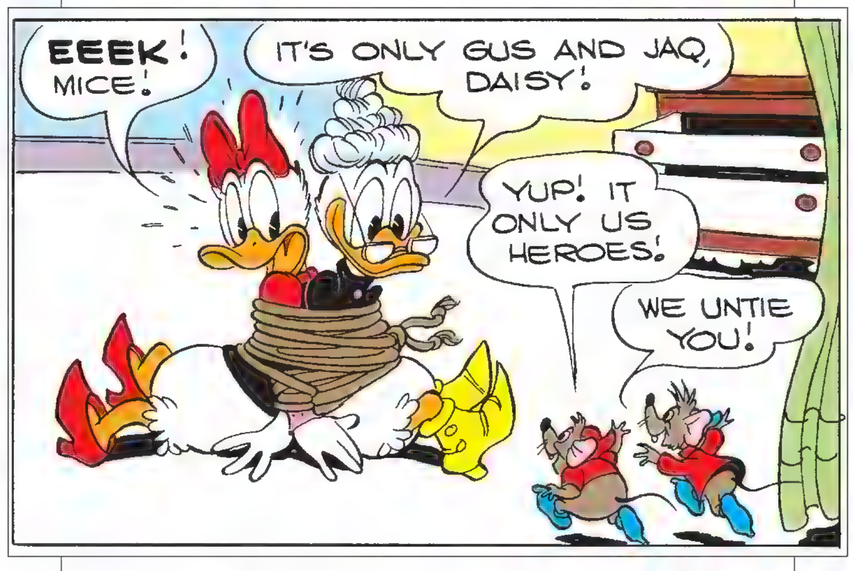
Pete has the last clue to the location of the treasure, but needs Mickey to figure it out for him, so they form a temporary alliance. They meet a genie whose name is Moook, who himself turns out to be the treasure they are looking for. The story's ending supports the idea of America's mission and duty in the world being to free other countries from tyranny and lead them to democracy. Mickey not only frees the genie from being imprisoned in his magic lamp for centuries; he also captures Pete and brings Moook to America. However, Moook is entirely dependent on Mickey's decisions: he cannot aid Mickey in defeating Pete until Mickey rubs the lamp and commands him to do so.

Third World foreign nations, Cold War ideology suggested, were utterly dependent on American initiative and power to function viably. To be free, such nations had to ally themselves with the U.S. and subordinate themselves to American hegemony. Thus, it is fitting that Moook ends up becoming a sergeant and a "top secret weapon" in the U.S. Army.

"Mousepotamia" (1950) continues the emphasis on Mickey as a freedom fighter, battling foreign despotisms and freeing their enslaved populations. The story is memorable for several reasons. First, it marks the departure from the Mickey strip of Eega Beeva, never to appear again in Gottfredson's continuities. In the short farewell we learn that Eega has a family with a father, mother, sister, and grandfather; significantly, his sweetheart—pictured in an earlier story—is inadvertently forgotten. This follows the masculinist emphasis in adventure fiction: the hero must be free of domestic ties to maintain his freedom and independence.

Eega's departure may have been due to some qualities editors and readers had come to dislike in the character, perhaps in his nature as a quasi-alien being. Tellingly, while Western Publishing's original Disney comic book stories of the period adopted most of the new characters introduced in the newspaper strips, Eega Beeva was kept out of American comic books for as long as Western held the license, only debuting afterward in 1987.

"Mousepotamia" is also significant for featuring two unusual guest stars in the *Mickey* strip: Gus and Jaq, two mice from Walt Disney's 1950 animated feature film *Cinderella*. The two mice take Eega's and Goofy's places as comic foils and helpers to Mickey. But the crossover was also utilized for commercial purposes. *Cinderella* was Disney's first true animated feature since the Studio's cutback in full-length cartoons during the war years. Extra promotion for *Cinderella*'s supporting cast, such as



ABOVE: Efforts to integrate *Cinderella*'s Gus and Jaq with Disney comics extended beyond Gottfredson to the ongoing *Grandma Duck* feature in *Walt Disney's Comics and Stories*, in which modern-day versions of the mouse pair became the old lady's pets. Example from *WDCS* 132 (1951), art by Carl Barks.

Gus and Jaq, helped reestablish Disney as a maker of fairy tale animated features.

Gus and Jaq also fit well within the Ruritanian mis en scene of the story. "Mousepotamia" was loosely based on the live-action film *The Man in the Iron Mask*. A classic Louis Hayward swashbuckler released in 1939, the film was loosely adapted from the novel *The Vicomte of Bragelonne* (1847) by Alexandre Dumas, itself based upon the French legend of the Man in the Iron Mask.

The film story is set in 1638: King Louis XIII of France has a son, Louis XIV, who is heir to the throne. But a second child, Philippe, is born minutes later, and in order to avoid a civil war, the King hides him away in Gascony. Twenty years later, Louis XIV is now king; a cruel despot, he is hated by the commoners for levying oppressive taxes and executing nonpayers. Louis XIV imprisons Philippe with an iron mask fastened to his head, in hopes that his beard will grow inside the mask and eventually kill him. But Philippe is rescued by Dumas' famous Three Musketeers and a fierce struggle ensues, in which the Musketeers and Louis XIV are all killed. In the end, Philippe marries Spanish princess Maria Theresa, sealing an alliance with Spain as he assumes the throne.

ABOVE: *The Man in the Iron Mask* (1939) inspired Walsh's and Gottfredson's Cold War-flavored spoof in the shape of "Mousepotamia" (1950). Image courtesy Heritage Auctions.

Rather than inserting Mickey directly into the existing Iron Mask legend. Gottfredson and Walsh changed the story by adding comedy and adapting the plot to fit Cold War ideology. In the 1939 film, the Iron Mask is a hero; in the Mickey strip he is the despotic Louis XIV-like ruler, an opposition reflecting the bipolar ethos of Cold War ideology. Mickey assumes the guise of an archetypal freedom fighter: a Robin Hood-like outlaw and leader of Gus and Jaq's "Greenies," a band of outlaws similar to Robin's Merry Men. Mickey is asked to lead the commoners, much as Americans assumed leadership of struggles for freedom in Eastern Europe and elsewhere.

However, there are contradictions in "Mousepotamia" that parallel those in Cold War ideology. The latter was grounded in the belief in American exceptionalism: the idea that America differed from Europe in being uniquely democratic, a "shining city on a hill" with the duty and mission of bringing freedom to other nations. In line with this, the citizens of Mousepotamia are too passive or afraid to free themselves, and must ask an American to guide them in their battle against the Iron Mask. This requires Mickey to promote regime change in Mousepotamia—much as America and the Soviets were promoting in real-world nations.

However Mickey, as an American surrogate, engages in political hand-holding to the point of behaving as our satrap. He intervenes in Mousepotamia's internal affairs and rigs the outcome: after the Iron Mask's fall, Mickey not only chooses new candidates for office in the country, but even campaigns for them. The Iron Mask—symbolizing a Communist-style dictator—is rejected, reflecting the Cold War ethos; but Mickey, in his efforts to bring democracy, in effect installs an America-friendly government in an undemocratic manner.

Our next volume of Gottfredson reprints will continue this collection's emphasis on Mickey's role as a freedom fighter, combating foreign despotisms and pompous overlords. We will travel on adventures into new lands, where Mickey's mettle and capacity for derring-do will be again be tested. Join us! •

1 Harry S. Truman, *Exec. Order No. 9835* (Washington, DC: The Office of the Federal Register, 1947), *http://www.archives.gov/federal-register/executive-orders/1947.html* (accessed June 12, 2016).

2 Tony Shaw, *Hollywood's Cold War* (Boston: University of Massachusetts Press, 2007), p. 45.

3 David Reisman, Nathan Glazer, and Reuel Denney, *The Lonely Crowd, revised edition: A Study of the Changing American Character* (New Haven: Yale University Press, 1963), p. 110.

4 In the wake of *34th Street*'s success, Gottfredson adopted its use of "Kris Kringle" as Santa's civilian name in numerous Christmas-themed Disney comics.

5 Office of the Historian, "The Truman Doctrine, 1947." United States Department of State, *https://history.state.gov/milestones/1945-1952/truman-doctrine* (accessed June 12, 2016).

6 This and other *Mickey Mouse* strip connections to contemporary books, films, and world events: Floyd Gottfredson, conversations with the author, 1970s.

7 Will Wright, *The Wild West: The Mythical Cowboy and Social Theory* (New York: Sage Publications, 2001), p. 163.

AN EDUCATION FOR EEGA

-AND-

PELIP'S STRANGE POWER

OCTOBER 11, 1948

–

MARCH 5, 1949

TRIAL, TRIAL AGAIN

In 1940 Floyd Gottfredson plotted "An Education for Thursday," the highly dated tale of Mickey teaching manners to a jungle boy. The story featured an unfortunate colonial-era moral: in effect, that all the civilization in the world cannot change a primitive person.

What an impact Gottfredson's later partner, writer Bill Walsh, exerted. As we rejoin Mickey in 1948 with his futuristic friend Eega Beeva, we find ourselves in a serial later called "An Education for Eega," likely due to its superficial similarity to the earlier tale. Yet its moral is far more ambiguous.

The first few strips have the flavor of gag-a-day plotting rather than a long story; but they set the scene by showing us Eega's irresponsible, playfully childlike nature—as when he redecorates the coat of a posh pedigree cat, much to the dismay of its owner. Though Mickey attempts to drill some adult sense into Eega's head, he is easily swayed by Eega's subtle charms: after scolding Eega for keeping too much junk around, Mickey inadvertently becomes addicted to his nonsensical peashooter.

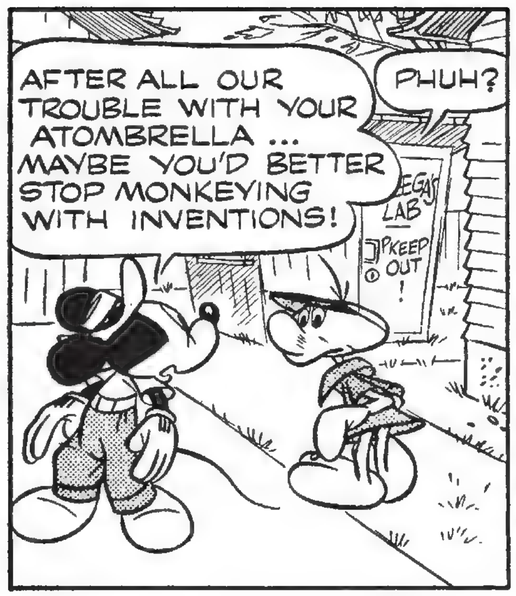
Eventually Eega's weirdness becomes excessive. Using Judge Fitzsimmons as a human stepladder earns him a formal admonition: no more pranks! And it is Mickey who will be responsible for enforcing this rule, teaching Eega how to live in a civilized society.

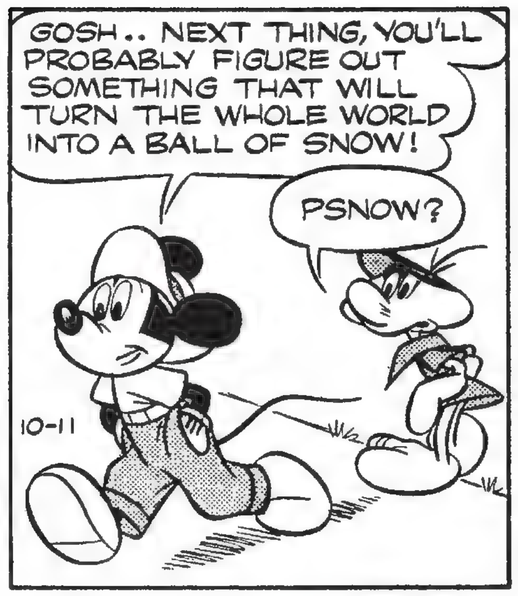
But whereas in 1940, the "Thursday" story upheld the virtues of that society against the outsider, in 1948 this is the lead-in to a delightful sequence of gags in which Eega's playful disregard for convention is portrayed as a *good* thing. Through Eega, Walsh pokes fun at the absurd behavior of so-called sensible people. Eega is also the perfect vehicle for Walsh's moral revenge on conformity: for example, during a visit to the university, two attractive girls ignore Mickey and the registrar—but find Eega incredibly cute.

After a few minor disasters, Eega is once again brought before the judge—who decides to lock him up, since Mickey has proven incapable of keeping him under control. But this only drives Eega to start a chain of prison escapes, with the grace of an angel and the skill of a Houdini. Eega must then be tried once more, this time for his chronic disrespect for the law. It is apparent that Walsh and Gottfredson's sympathies lie with the iconoclastic nonconformist, whose extravagance they morally defend. While a paranoid prosecutor intends to prove Eega's insanity, his innocent candor slowly wins everyone over, with an unexpectedly heartwarming climax arriving appropriately on December 25th.

Our next continuity shifts focus to Eega's pet Pflip, whom we have not seen for several months. Eega had hidden the animal because he contracted "pzizosis," a disease that forces those around him to tell the truth. This charming idea is the source of a few gags until the story changes from comedy to drama: a criminal finds this superpower disturbing and wants to kill Pflip! Or maybe that's *not* his goal—as the plot changes direction again, following Walsh's custom of making the story up as he goes along. But whatever the bad guy's motive, we are treated to another incarnation of Mickey's eternal arch-enemy, now much more cruel and sophisticated than the dumb and clumsy fat man who was once a smarter crook's sidekick.

— Francesco Stajano and Leonardo Gori

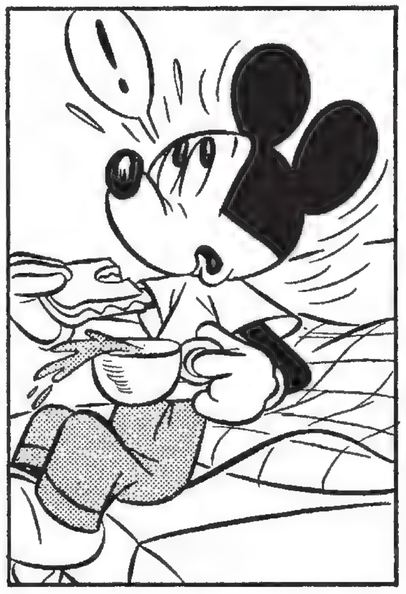

AFTER ALL OUR TROUBLE WITH YOUR ATOMBRELLA ... MAYBE YOU'D BETTER STOP MONKEYING WITH INVENTIONS!
PHUH?
EEGA'S LAB
PKEEP OUT!


GOSH.. NEXT THING, YOU'LL PROBABLY FIGURE OUT SOMETHING THAT WILL TURN THE WHOLE WORLD INTO A BALL OF SNOW!
PSNOW?
10-11

PTURN THE PWORLD INTO PSNOW?
WALT DISNEY

PJINGLE BELLS! PJINGLE BELLS...

THEN WHAT DID YOU TELL EEGA BEEVA?
I SAID IF HE DIDN'T STOP HIS INVENTING, HE WAS LIABLE TO COOK UP SOMETHING THAT WOULD TURN THE WORLD INTO A BALL OF SNOW ....


!

EEGA!
PJINGLE BELLS! PJINGLE BELLS!
EEGA'S LAB.
PKEEP OUT!

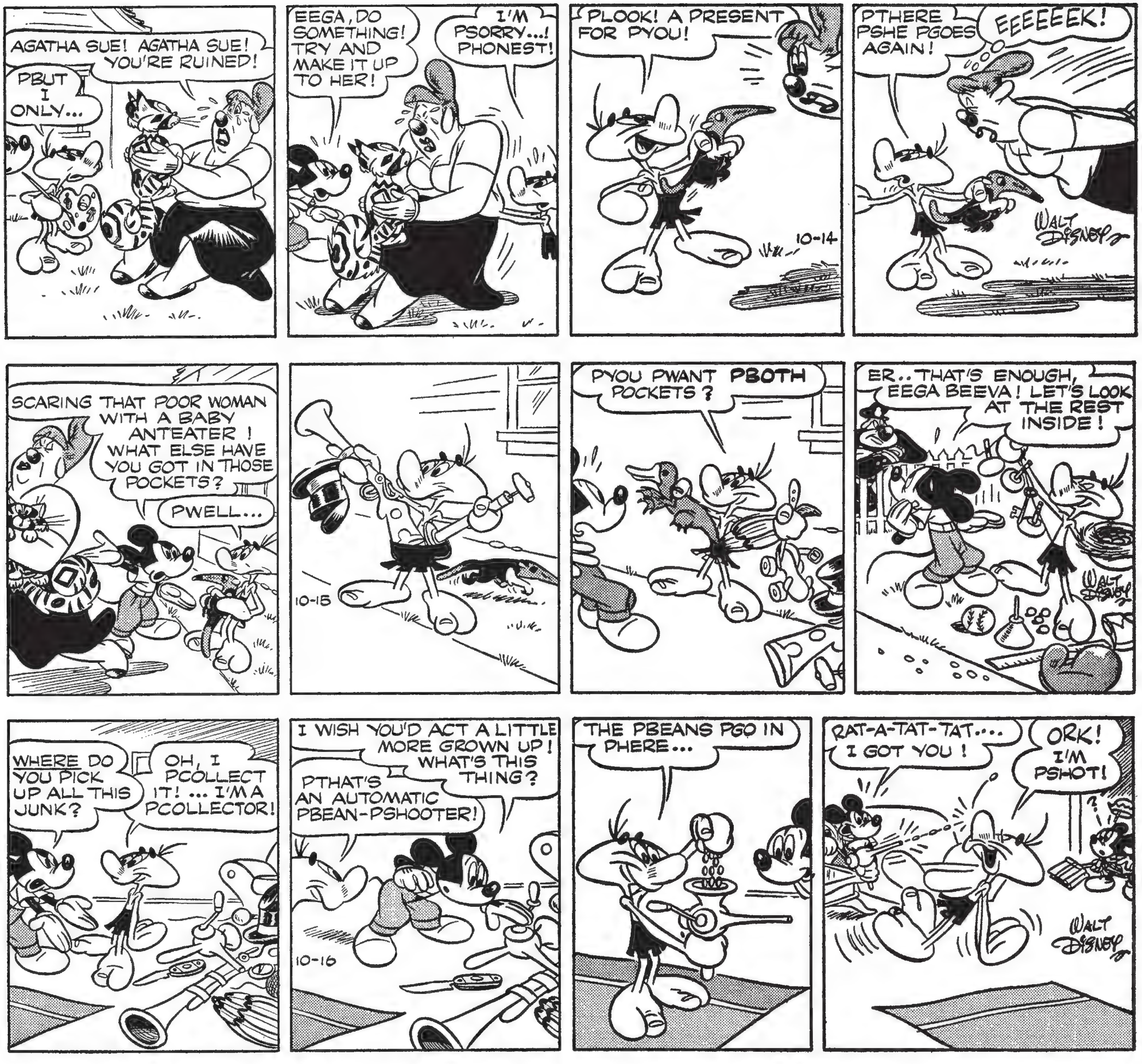
AND DON'T EVER BRING THAT STUFF BACK AGAIN!
AW, PGEE.. MICKEE!
EEGA LAB
PKEEP OUT!
JUNK.
10-12 WALT DISNEY

FORGET ABOUT THOSE INVENTIONS, EEGA BEEVA... HERE... BRING A LITTLE BEAUTY INTO THE WORLD!
PME?
OIL COLORS

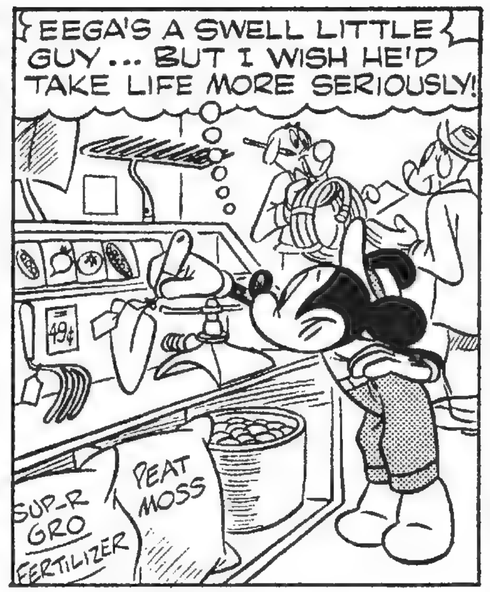
!
10-13

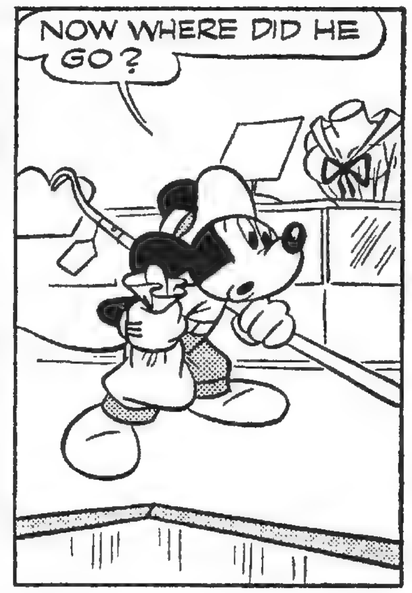
PARDON ME... HAVE YOU SEEN..? ...AGATHA SUE!

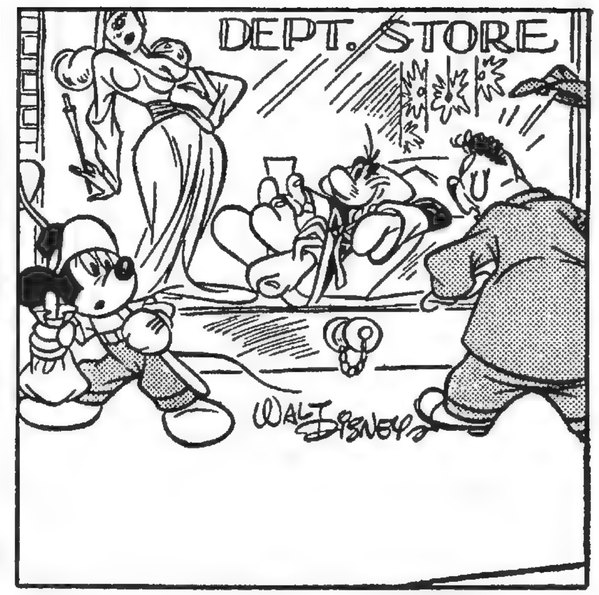
GOSH...WHAT HAPPENED?
PSHE PDIDN'T PLIKE PMY PAINTING!
WALT DISNEY


AGATHA SUE! AGATHA SUE! YOU'RE RUINED!
PBUT I ONLY...
EEGA, DO SOMETHING! TRY AND MAKE IT UP TO HER!
I'M PSORRY...! PHONEST!
PLOOK! A PRESENT FOR PYOU!
10-14
PTHERE PSHE PGOES AGAIN!
EEEEEEK!
WALT DISNEY
SCARING THAT POOR WOMAN WITH A BABY ANTEATER! WHAT ELSE HAVE YOU GOT IN THOSE POCKETS?
PWELL...
10-15
PYOU PWANT PBOTH POCKETS?
ER.. THAT'S ENOUGH, EEGA BEEVA! LET'S LOOK AT THE REST INSIDE!
WALT DISNEY
WHERE DO YOU PICK UP ALL THIS JUNK?
OH, I PCOLLECT IT! ... I'M A PCOLLECTOR!
I WISH YOU'D ACT A LITTLE MORE GROWN UP! WHAT'S THIS THING?
PTHAT'S AN AUTOMATIC PBEAN-PSHOOTER!
10-16
THE PBEANS PGO IN PHERE...
RAT-A-TAT-TAT.... I GOT YOU!
ORK! I'M PSHOT!
WALT DISNEY

WAIT HERE, EEGA BEEVA... AND FOR GOODNESS' SAKE, NONE OF YOUR PRANKS!
PSURE!
10-18


EEGA'S A SWELL LITTLE GUY... BUT I WISH HE'D TAKE LIFE MORE SERIOUSLY!
SUP-R GRO FERTILIZER
PEAT MOSS


NOW WHERE DID HE GO?

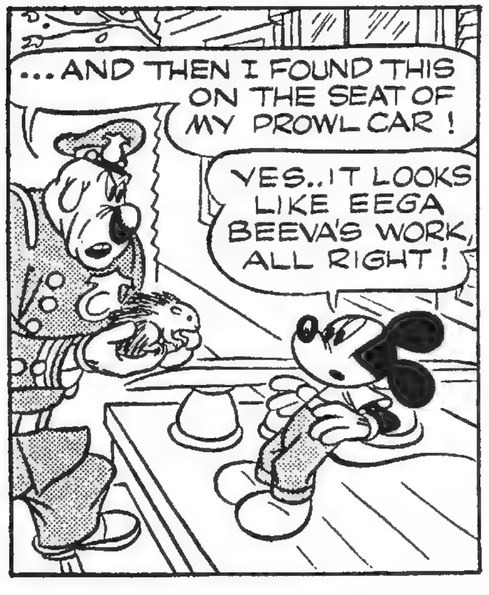

DEPT. STORE
WALT DISNEY

OOOH... I WANT A HAIRDO LIKE THAT!
PWHY PNOT?
10-19

PVERY PSIMPLE!
GEE!

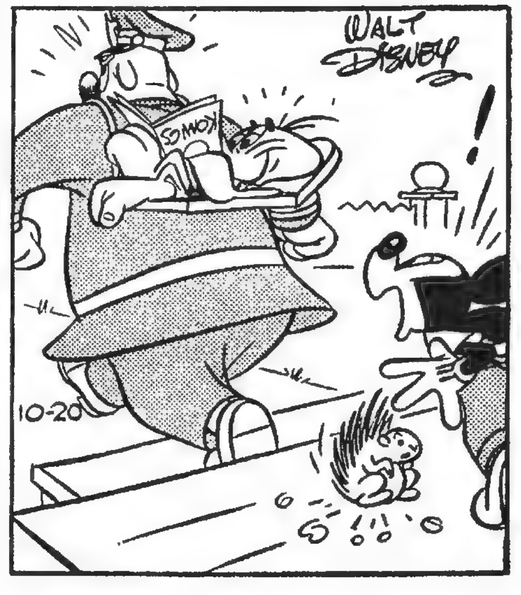
PTHERE!
SHIRLEY! SHIR...LEE!
OOH... MY MUMMY'S CALLING!

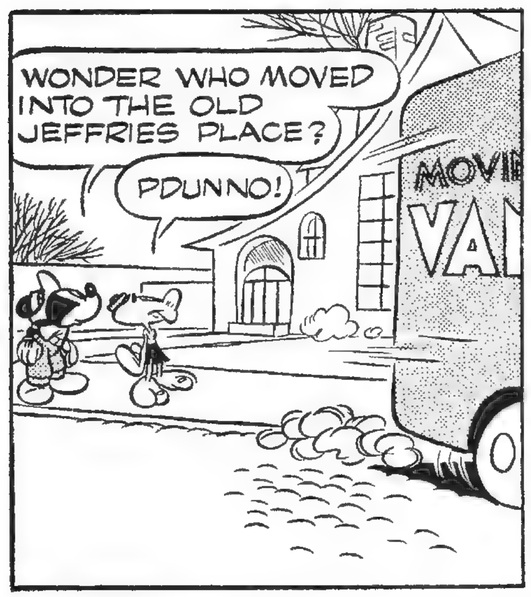
WHAT'S THE MATTER WITH MRS. JONES NEXT DOOR?
SCREECH! EEEK!
PSEARCH PME!
WALT DISNEY

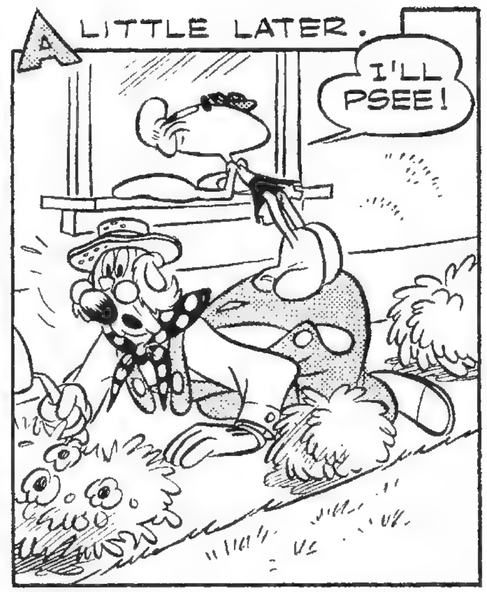

...AND THEN I FOUND THIS ON THE SEAT OF MY PROWL CAR!
YES..IT LOOKS LIKE EEGA BEEVA'S WORK, ALL RIGHT!

IF I CATCH HIM AT ANY MORE STUNTS I'M GOING TO RUN HIM IN!
I'M SORRY, OFFICER! I'LL KEEP AN EYE ON HIM!

JUST KEEP HIM OUT OF MY SIGHT!
OKAY, I'LL...!


WALT DISNEY
10-20


WONDER WHO MOVED INTO THE OLD JEFFRIES PLACE?
PDUNNO!


A LITTLE LATER.
I'LL PSEE!

YOU SAY OUR NEW NEIGHBOR IS JUDGE FITZSIMMONS? HOW DID YOU FIND OUT, EEGA?
10/21

PHE PTOLD PME!
WALT DISNEY

YOU'RE NOT SUCH A BAD FELLOW, ARE YOU, EEGA BEEVA?
PNO, JUDGE..!

I'M GOING TO GIVE YOU ANOTHER CHANCE!
PTHANKS, PJUDGE...!

PDROP IN ANY TIME, PJUDGE!
THANKS!
JUDGE FITZSIMMONS
10-22

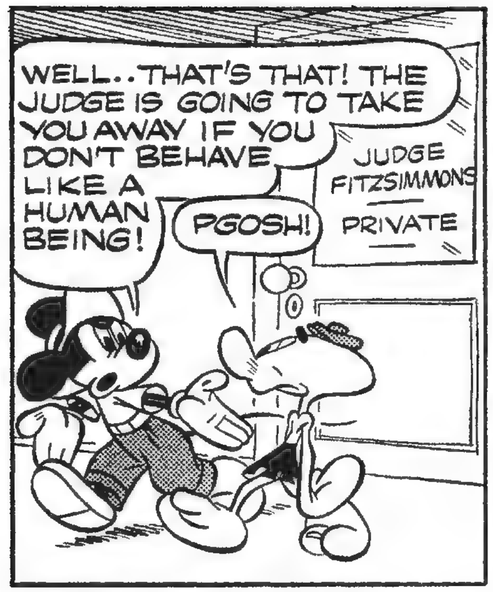
A MOMENT LATER.
WALT DISNEY

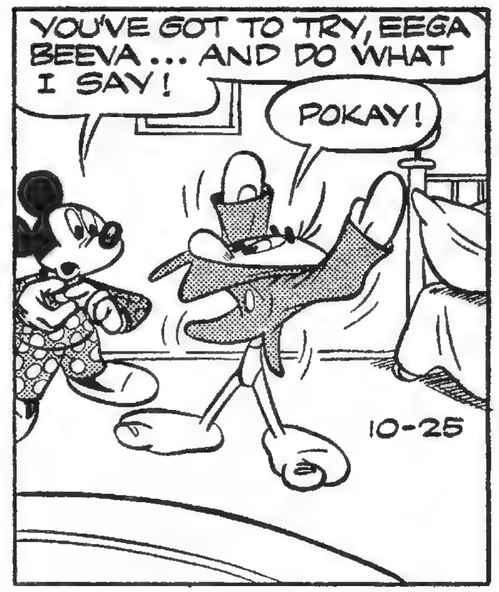
AND IF YOU CAN'T CONTROL HIM ... I WILL!
PLEASE, JUDGE... I'LL WATCH HIM, ALL RIGHT!

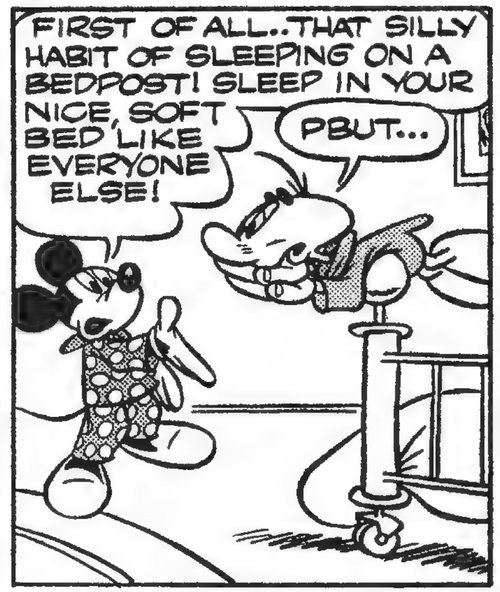
THANKS FOR THE CHANCE, SIR!
NO MORE PRANKS ... THAT'S ALL!

PTHANKS, PJUDGE!

BELIEVE ME, EEGA BEEVA YOU'RE GOING TO BEHAVE FROM NOW ON!
WALT DISNEY
10/23


WELL..THAT'S THAT! THE JUDGE IS GOING TO TAKE YOU AWAY IF YOU DON'T BEHAVE LIKE A HUMAN BEING!
PGOSH!
JUDGE FITZSIMMONS
PRIVATE


YOU'VE GOT TO TRY, EEGA BEEVA... AND DO WHAT I SAY!
POKAY!
10-25


FIRST OF ALL..THAT SILLY HABIT OF SLEEPING ON A BEDPOST! SLEEP IN YOUR NICE, SOFT BED LIKE EVERYONE ELSE!
PBUT...

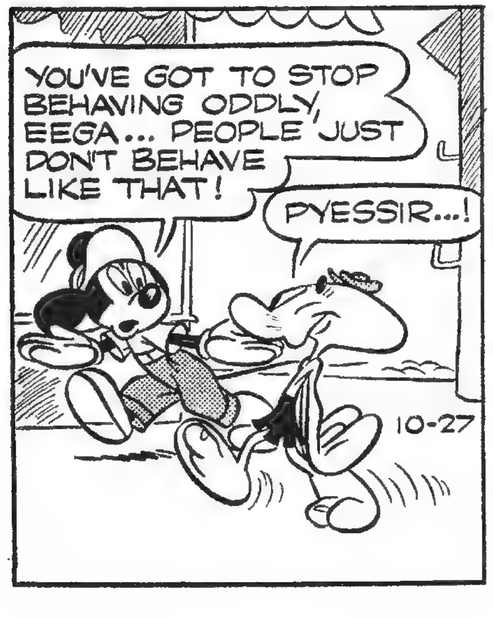
NEXT MORNING.
THERE! DIDN'T YOU SLEEP WELL...?
PMY POOR PBACK! I PDIDN'T PSLEEP A PWINK!
WALT DISNEY
Distributed by King Features Syndicate.

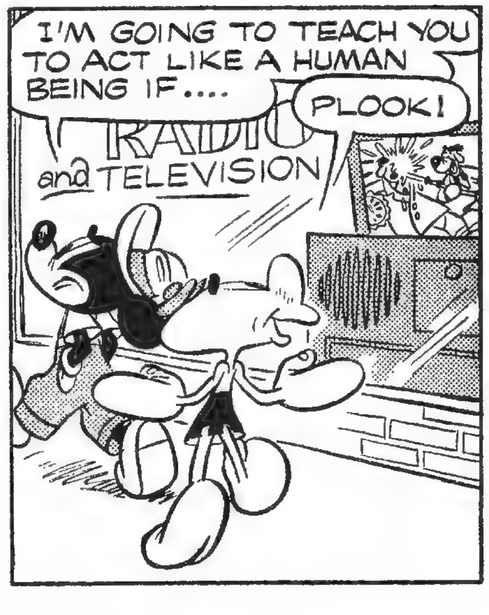
NOW..THE FIRST THING... YOU'RE GOING TO LEARN TO SPEAK ENGLISH!
PSUITS PME!
10-26

AND I WANT EEGA BEEVA TO SPEAK ENGLISH PROPERLY!
DEAR SIR ... A FEW MINUTES EACH DAY WITH ME.. AND HE WILL SPEAK SUPERBLY!
PSWELL!
ENGLISH TUTOR

LATER.
WONDER HOW MUCH EEGA BEEVA HAS LEARNED BY NOW!

OH, PHE'S PCOMING ALONG PSPLENDIDLY, PMR. PMOUSE. PJUST PSPLENDIDLY!
HUH?
WALT DISNEY

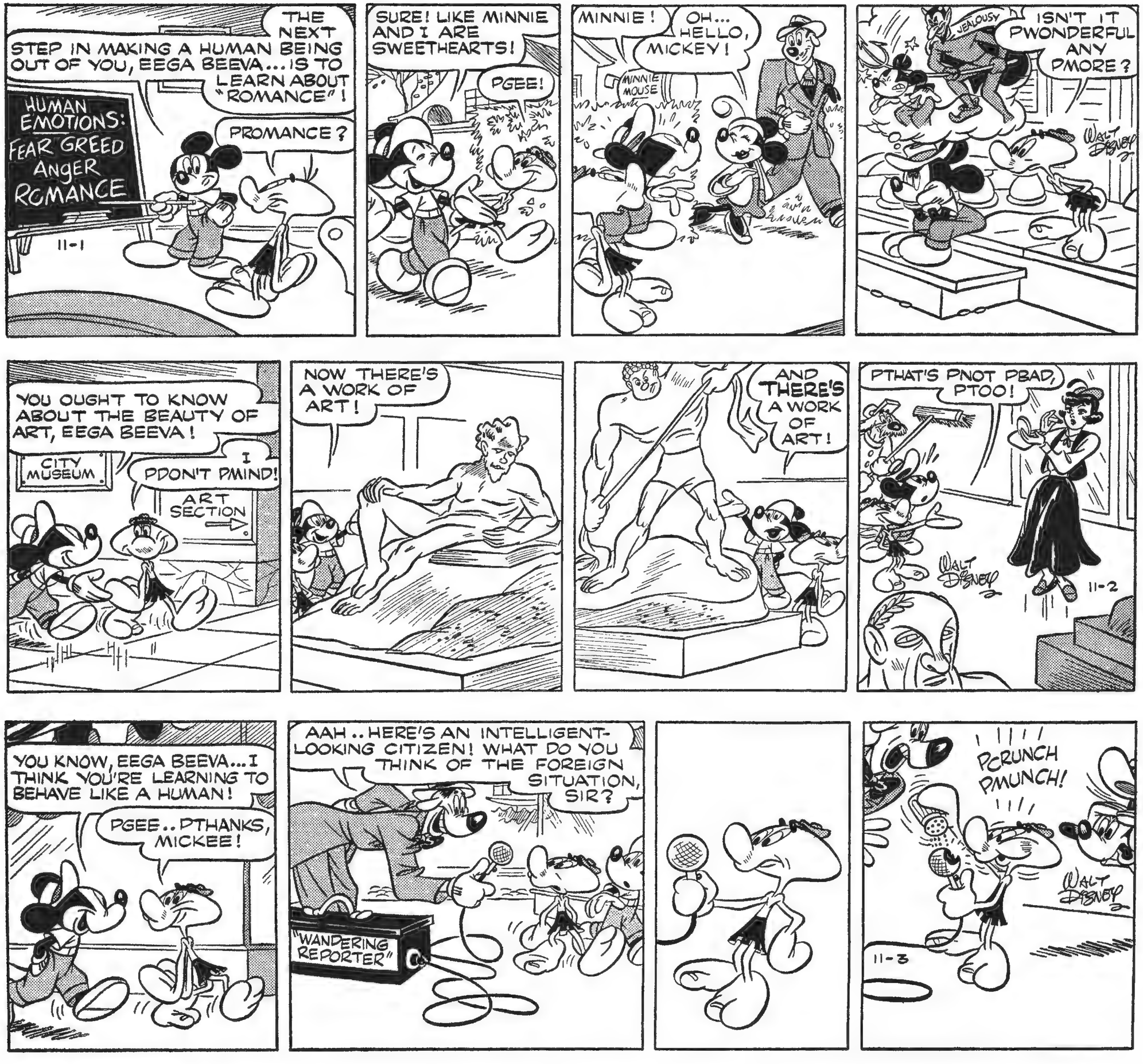

YOU'VE GOT TO STOP BEHAVING ODDLY, EEGA... PEOPLE JUST DON'T BEHAVE LIKE THAT!
PYESSIR...!
10-27

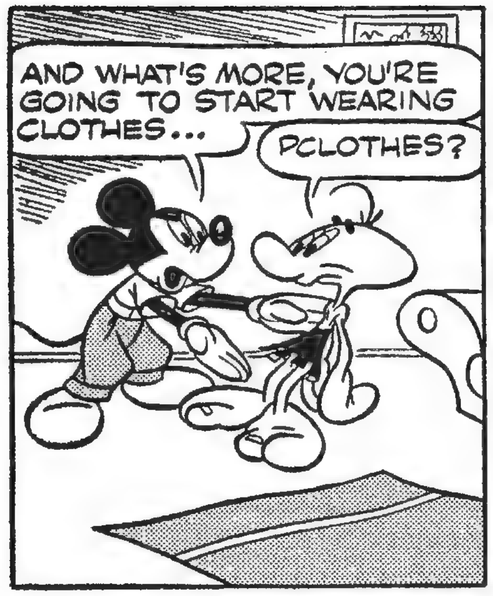

I'M GOING TO TEACH YOU TO ACT LIKE A HUMAN BEING IF....
PLOOK!
RADIO and TELEVISION

PIXBY'S PUPPY BISCUIT
—presents—
PEOPLE WILL BE PEOPLE

PWHAT PWERE PYOU PSAYING?
PNOTHING!
WALT DISNEY

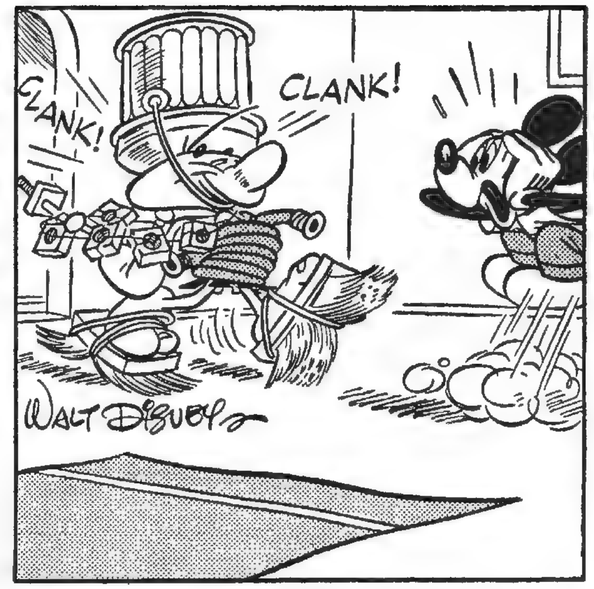
I THINK WE CAN MAKE YOU LOOK A LITTLE MORE HUMAN BY TRIMMING OFF THAT TOPKNOT!
PBUT, MICKEE...!
10/28
STING!
OH, WELL... IT WAS JUST AN IDEA!
!!
!!
WALT DISNEY
I KNOW YOU'RE SMART, EEGA BEEVA... BUT MAYBE YOU CAN LEARN SOMETHING ABOUT BEING A HUMAN BEING, HERE!
PJUST AS PYOU PSAY, MICKEE...!
10-29
YOU STAY HERE! I'LL SEE ABOUT ENROLLING YOU!
UNIVERSITY REGISTRAR
...AND I THOUGHT PERHAPS YOU MAY BE ABLE TO TEACH HIM SOMETHING!
OH.. YOU CUTE THING!
ISN'T HE DARLING?
SAY.... MAYBE HE CAN TEACH US SOMETHING!
WALT DISNEY
THOSE ARE THE GUARDIANS OF THE LAW, EEGA... YOU MUST BE VERY POLITE TO THEM!
PLEAVE IT TO PME!
LATER.
PLEASE ACCEPT PTHIS PTOKEN OF PMY APPMIRATION!
WHO... ME?
10-30
PTHIS PTOO!
HE'S SOME KIND OF A NUT!
WANTED
WALT DISNEY


THE NEXT STEP IN MAKING A HUMAN BEING OUT OF YOU, EEGA BEEVA... IS TO LEARN ABOUT "ROMANCE"!
HUMAN EMOTIONS: FEAR GREED ANGER ROMANCE
PROMANCE?
11-1
SURE! LIKE MINNIE AND I ARE SWEETHEARTS!
PGEE!
MINNIE!
OH... HELLO, MICKEY!
MINNIE MOUSE
JEALOUSY
ISN'T IT PWONDERFUL ANY PMORE?
WALT DISNEY
YOU OUGHT TO KNOW ABOUT THE BEAUTY OF ART, EEGA BEEVA!
CITY MUSEUM
I PDON'T PMIND!
ART SECTION
NOW THERE'S A WORK OF ART!
AND THERE'S A WORK OF ART!
PTHAT'S PNOT PBAD, PTOO!
WALT DISNEY
11-2
YOU KNOW, EEGA BEEVA... I THINK YOU'RE LEARNING TO BEHAVE LIKE A HUMAN!
PGEE.. PTHANKS, MICKEE!
AAH.. HERE'S AN INTELLIGENT-LOOKING CITIZEN! WHAT DO YOU THINK OF THE FOREIGN SITUATION, SIR?
"WANDERING REPORTER"
PCRUNCH PMUNCH!
WALT DISNEY
11-3


AND WHAT'S MORE, YOU'RE GOING TO START WEARING CLOTHES...
PCLOTHES?

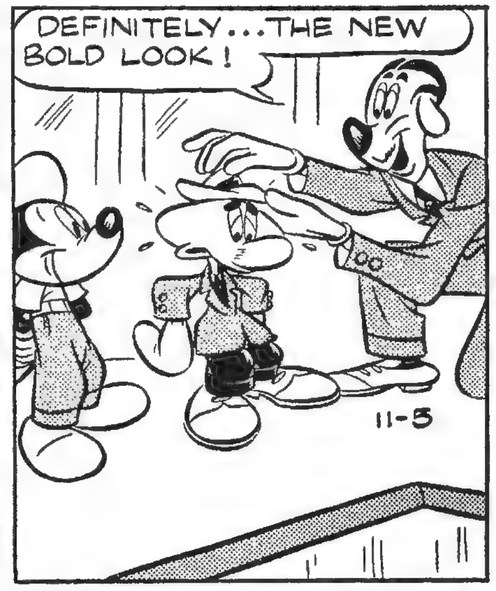
I'M GOING TO LET YOU GO AND SHOP FOR YOUR OWN OUTFIT ...!
PGOODY!
11-4

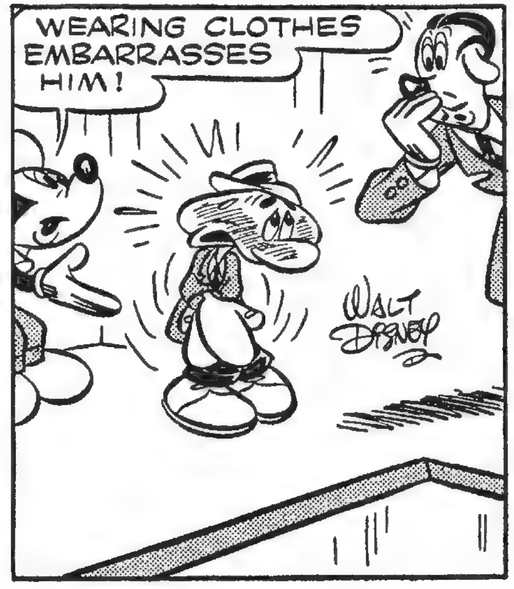
IT'S TAKING HIM LONG ENOUGH TO... AH! THERE HE IS NOW!
CLANK!
CLANK!


CLANK!
CLANK!
WALT DISNEY

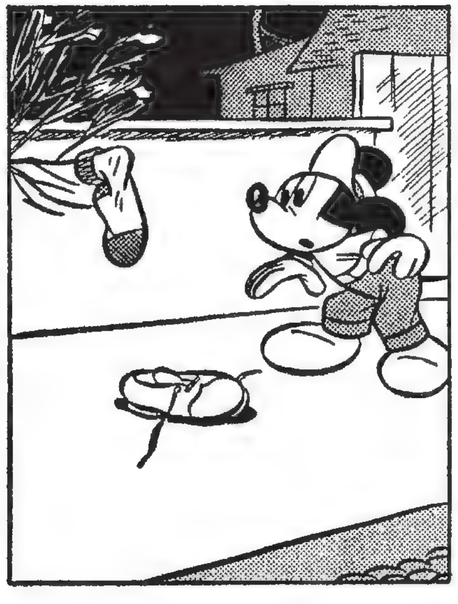
YOU'RE GOING TO LEARN TO WEAR CLOTHES ... OR ELSE!
PBUT, MICKEE....
FINE CLOTHING

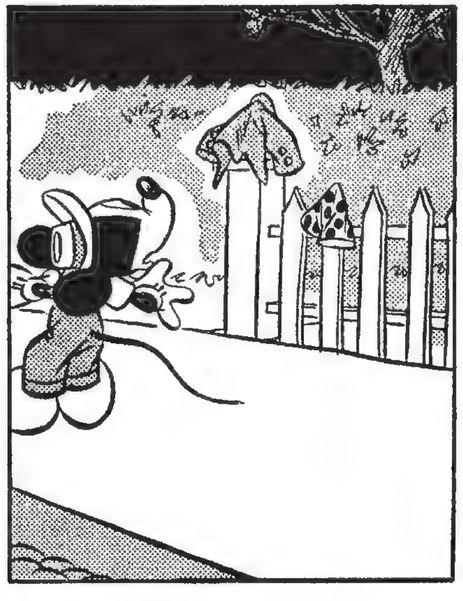
UNUSUAL PHYSIQUE... HASN'T HE?
PLEASE, MICKEE...


DEFINITELY...THE NEW BOLD LOOK!
11-5


WEARING CLOTHES EMBARRASSES HIM!
WALT DISNEY

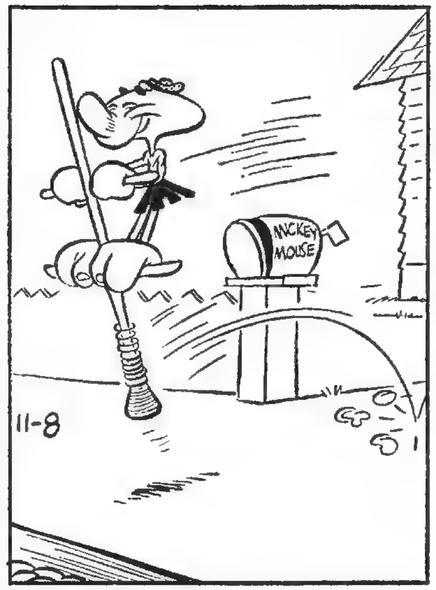
MICKEY MOUSE
11-6

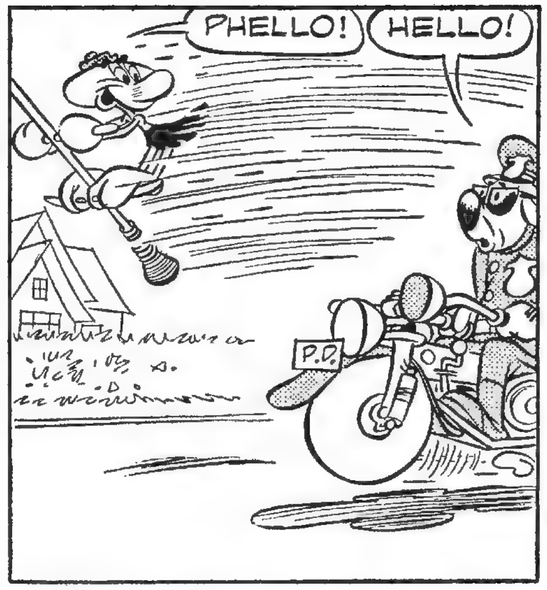




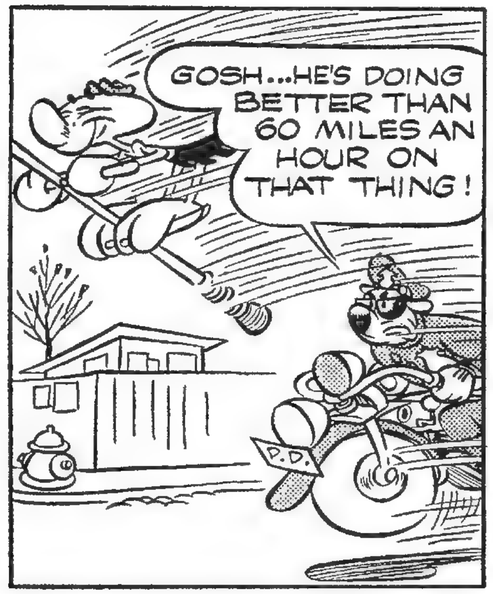
OKAY, EEGA BEEVA.. COME ON HOME! I WON'T MAKE YOU WEAR CLOTHES ANY MORE!
WALT DISNEY

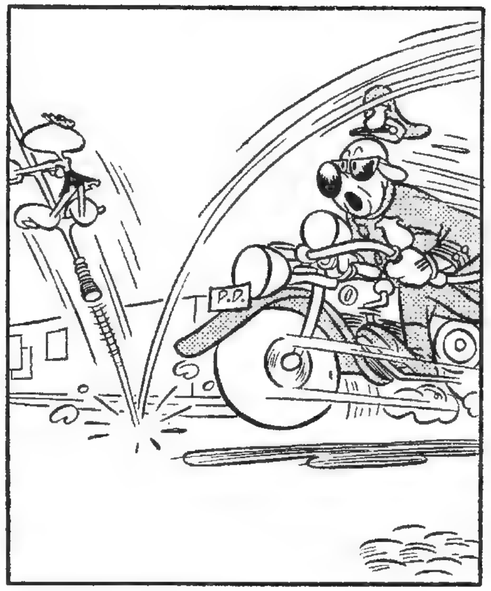
NOW, EEGA BEEVA... PLEASE DON'T GET INTO ANY TROUBLE WHILE I'M GONE!
POKAY, MICKEE...

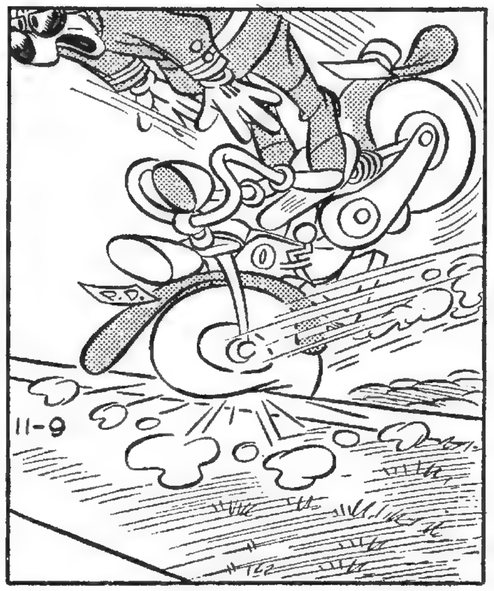

MICKEY MOUSE
11-8

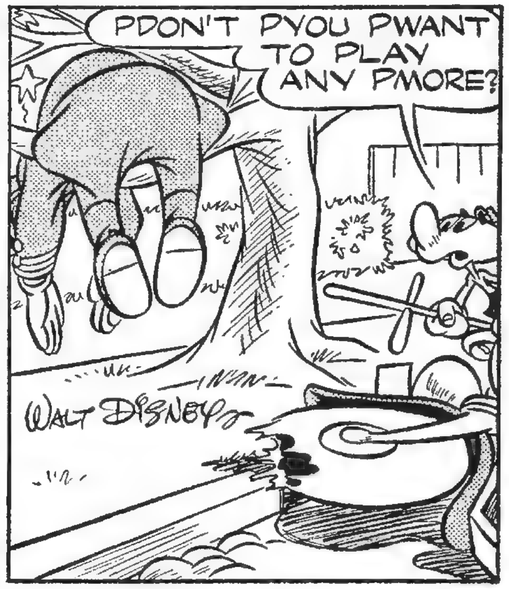

PHELLO!
HELLO!
P.D.

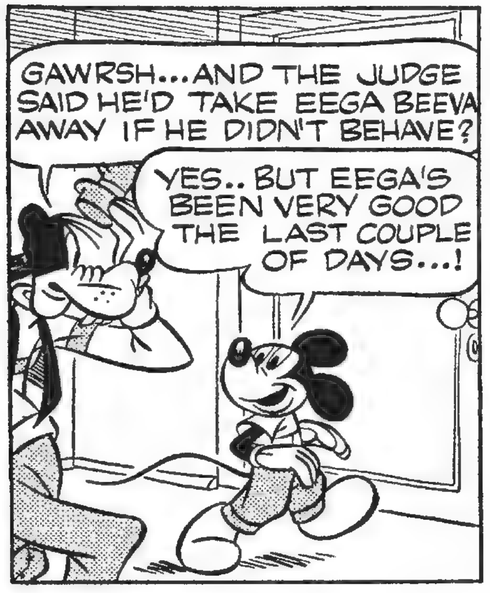
HEY! THAT GUY'S GOING OVER 60 MILES AN HOUR!
WALT DISNEY


GOSH...HE'S DOING BETTER THAN 60 MILES AN HOUR ON THAT THING!
P.D.

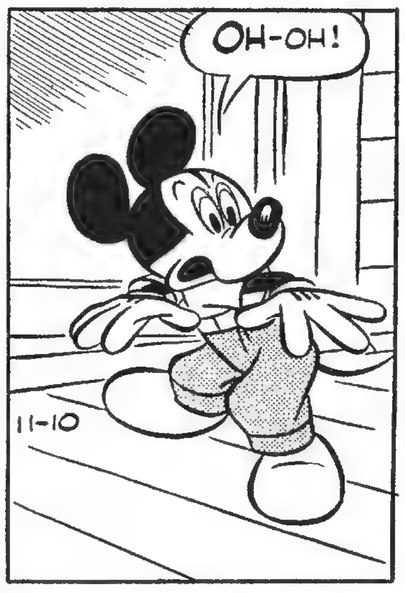

P.D.

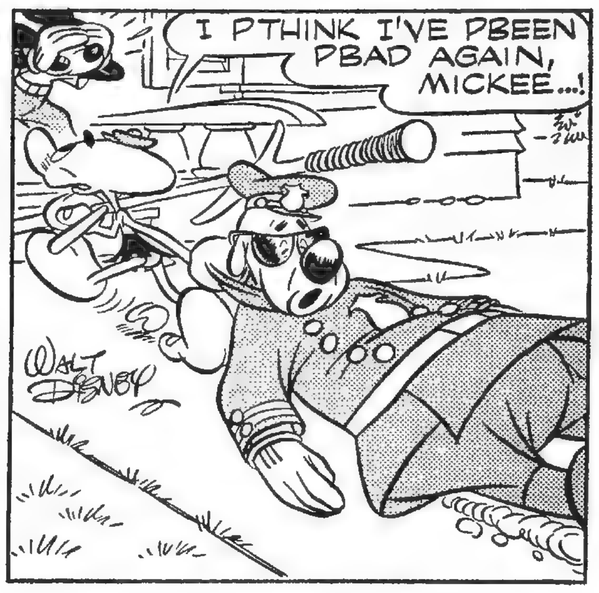

P.D.
11-9

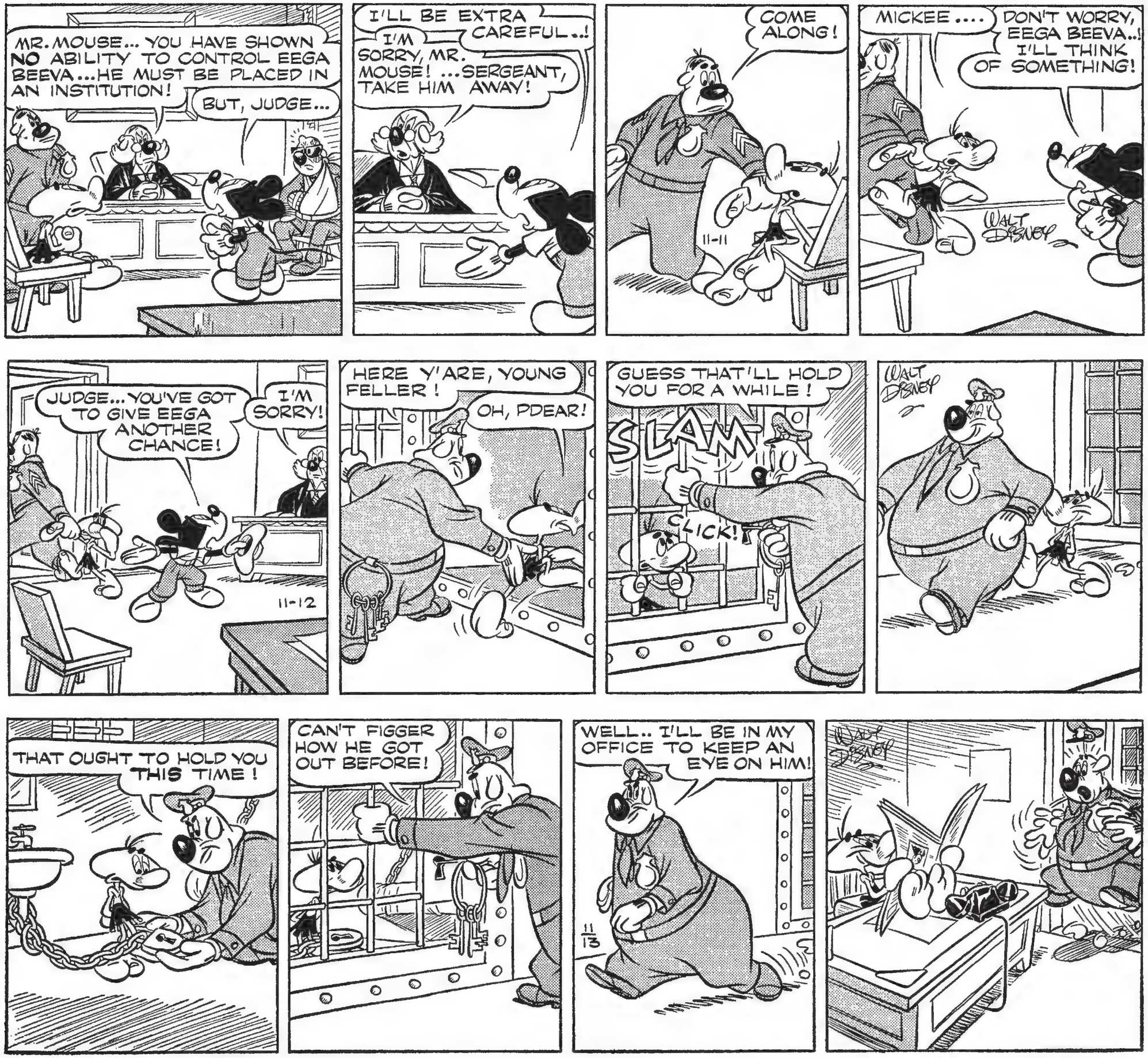

PDON'T PYOU PWANT TO PLAY ANY PMORE?
WALT DISNEY


GAWRSH...AND THE JUDGE SAID HE'D TAKE EEGA BEEVA AWAY IF HE DIDN'T BEHAVE?
YES.. BUT EEGA'S BEEN VERY GOOD THE LAST COUPLE OF DAYS...!

I BOUGHT HIM A POGO STICK ...AND HE SEEMS TO BE HAPPY WITH IT!
SO LONG, MICKEY!


OH-OH!
11-10


I PTHINK I'VE PBEEN PBAD AGAIN, MICKEE...!
WALT DISNEY


MR. MOUSE... YOU HAVE SHOWN NO ABILITY TO CONTROL EEGA BEEVA...HE MUST BE PLACED IN AN INSTITUTION!
BUT, JUDGE...
I'LL BE EXTRA CAREFUL..!
I'M SORRY, MR. MOUSE! ...SERGEANT, TAKE HIM AWAY!
COME ALONG!
11-11
MICKEE....
DON'T WORRY, EEGA BEEVA..! I'LL THINK OF SOMETHING!
WALT DISNEY
JUDGE... YOU'VE GOT TO GIVE EEGA ANOTHER CHANCE!
I'M SORRY!
11-12
HERE Y'ARE, YOUNG FELLER!
OH, PDEAR!
GUESS THAT'LL HOLD YOU FOR A WHILE!
SLAM
CLICK!
WALT DISNEY
THAT OUGHT TO HOLD YOU THIS TIME!
CAN'T FIGGER HOW HE GOT OUT BEFORE!
WELL.. I'LL BE IN MY OFFICE TO KEEP AN EYE ON HIM!
11/13

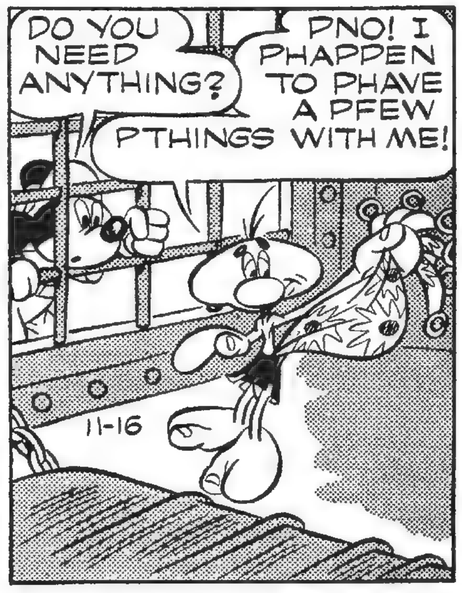
I'M WARNING YOU... KEEP AN EYE ON HIM!
DON'T WORRY!

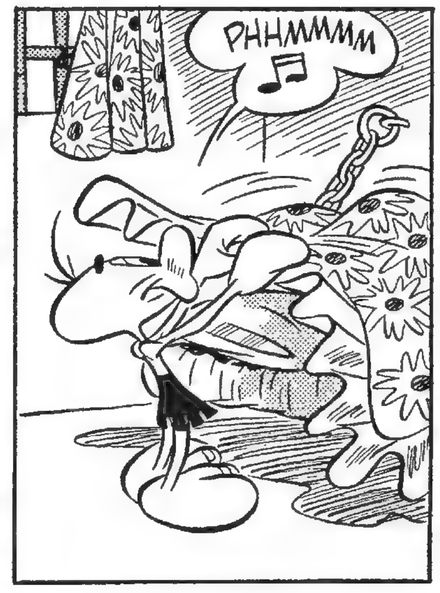
HOW THAT LITTLE GUY KEEPS ESCAPING ALL THE TIME.. I CAN'T FIGURE!

NOW WHAT...?
BANG!
CLATTER!
CLANG!
11/15

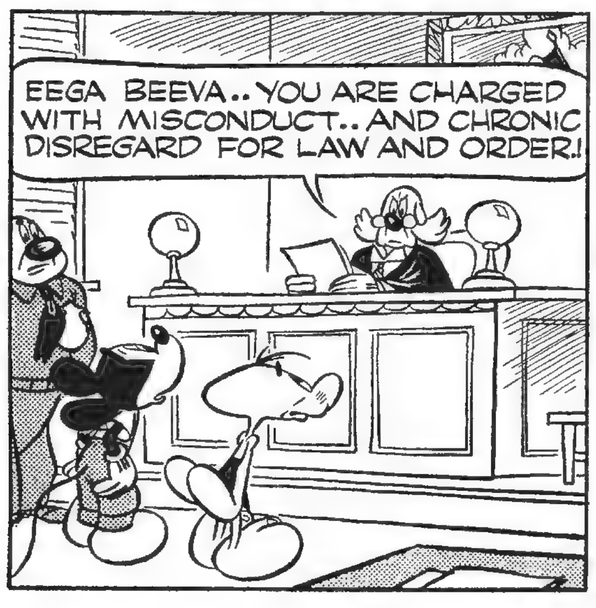
RATTLE!
BANG!
WALT DISNEY

EEGA...PLEASE DON'T KEEP ESCAPING! IT MAKES THE POLICE UNHAPPY!
POKAY, MICKEE!


DO YOU NEED ANYTHING?
PNO! I PHAPPEN TO PHAVE A PFEW PTHINGS WITH ME!
11-16


PHHMMMM

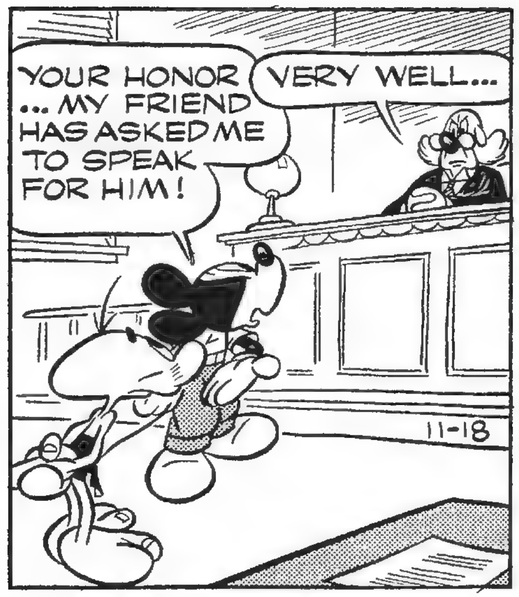
PDROP IN ANY PTIME!
THANKS! I MEAN... HUH?
WELCOME
WALT DISNEY

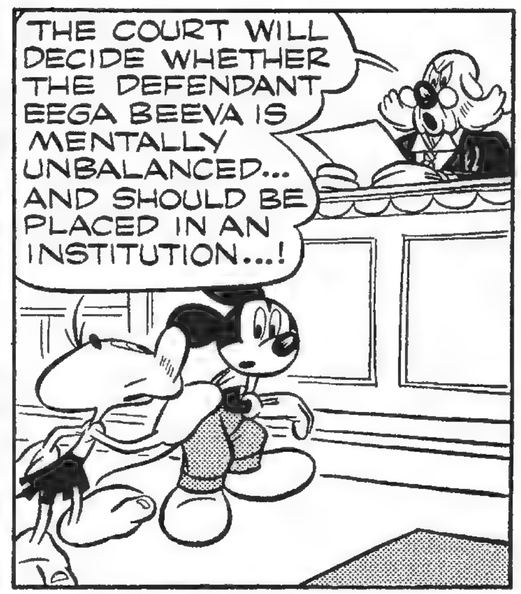

EEGA BEEVA.. YOU ARE CHARGED WITH MISCONDUCT.. AND CHRONIC DISREGARD FOR LAW AND ORDER!

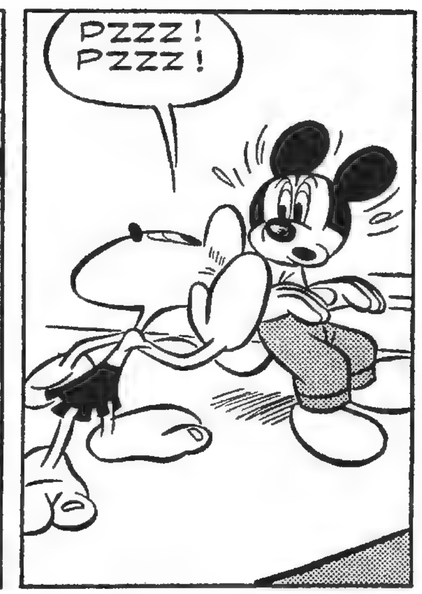
PLEASE, YOUR HONOR ... HE DOESN'T MEAN TO BE DISRESPECTFUL! IT'S JUST THAT...
11/17

NOW...WHERE DID HE GO...?

WALT DISNEY


YOUR HONOR ... MY FRIEND HAS ASKED ME TO SPEAK FOR HIM!
VERY WELL...
11-18


THE COURT WILL DECIDE WHETHER THE DEFENDANT EEGA BEEVA IS MENTALLY UNBALANCED... AND SHOULD BE PLACED IN AN INSTITUTION...!


PZZZ! PZZZ!

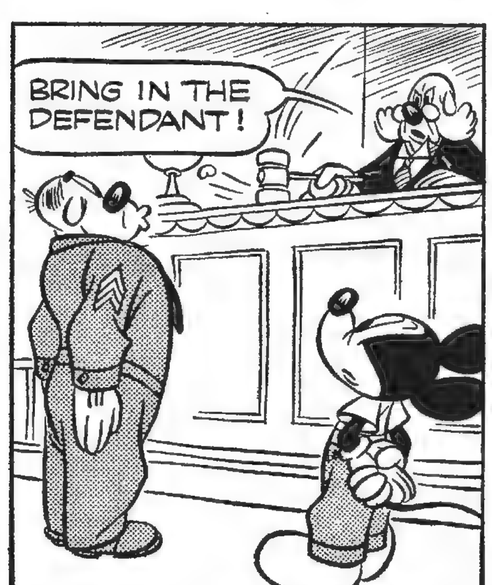
YOUR HONOR... MY FRIEND SAYS HE WILL PROVE HE IS SANE... AND EVERYONE ELSE IS CRAZY!
!
WALT DISNEY

YOU MEAN HE'S GOING TO PROVE HE'S SANE... AND EVERYONE ELSE IS CRAZY?!
YES, YOUR HONOR!
11-19

PZZZ! PZZZ!

EEGA BEEVA S-SAYS YOU'RE CRAZY BECAUSE YOU'RE WORKING WHEN YOU SHOULD BE OUT FISHING!
PREPOSTEROUS! COURT RECESSED UNTIL TOMORROW NOON!

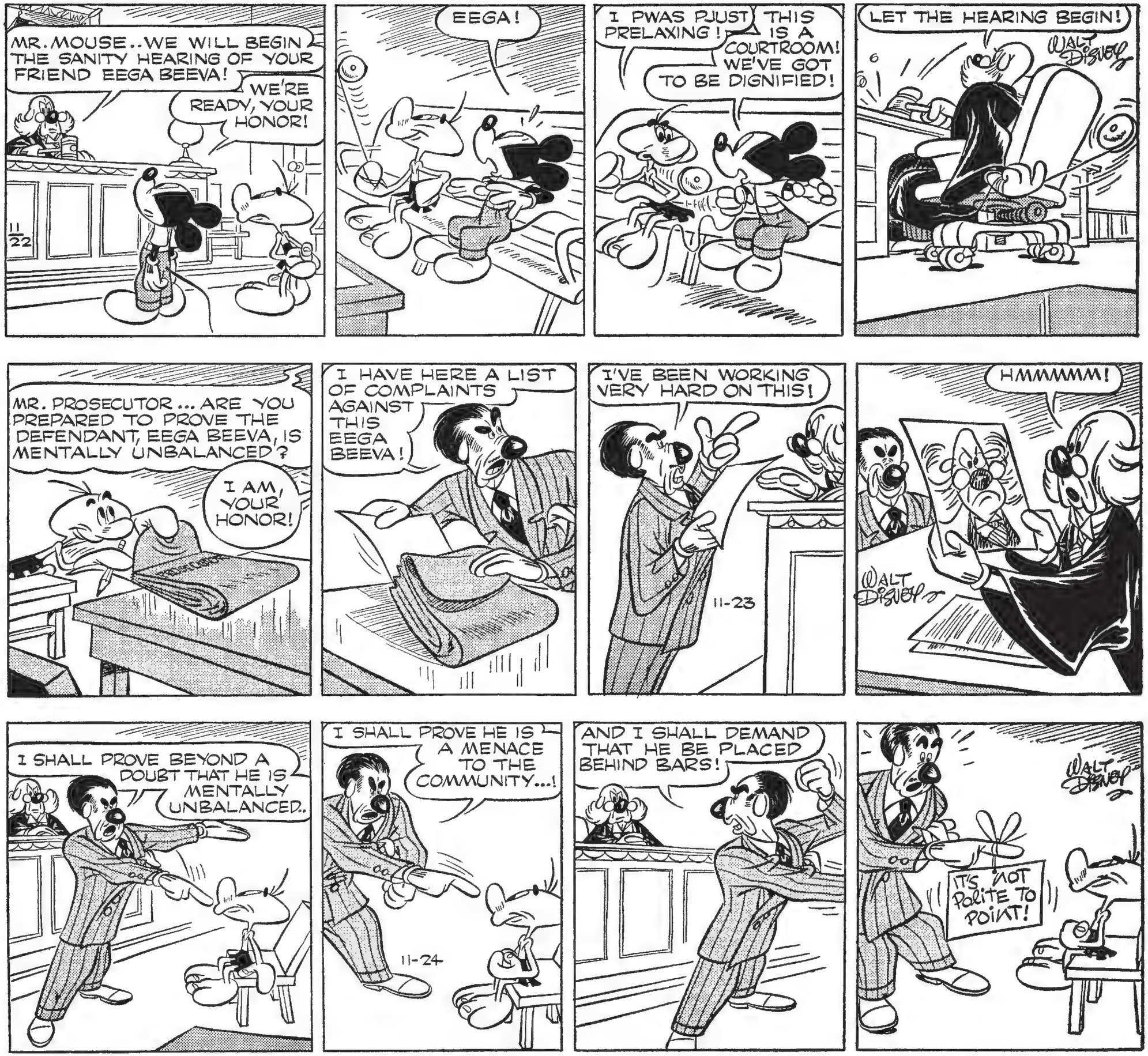
LATER THAT DAY.
HMMMM!
WALT DISNEY


BRING IN THE DEFENDANT!

OUT TO LUNCH,

234761
OUT TO LUNCH
11-20

LOOK.. IT'S BAD ENOUGH WHEN YOU WON'T STAY IN THE CELL! BUT PLEASE DON'T TAKE THE OTHER PRISONERS OUT TO LUNCH WITH YOU!
PSORRY!
WALT DISNEY

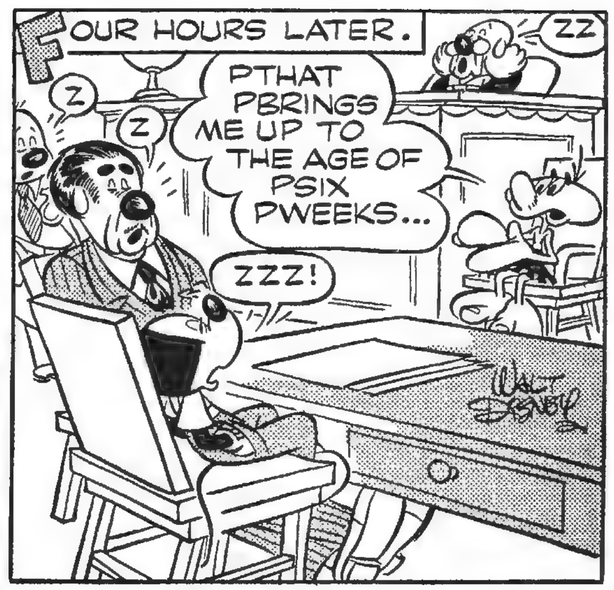

MR. MOUSE..WE WILL BEGIN THE SANITY HEARING OF YOUR FRIEND EEGA BEEVA!
WE'RE READY, YOUR HONOR!
11/22
EEGA!
I PWAS PJUST PRELAXING!
THIS IS A COURTROOM! WE'VE GOT TO BE DIGNIFIED!
LET THE HEARING BEGIN!
WALT DISNEY
MR. PROSECUTOR... ARE YOU PREPARED TO PROVE THE DEFENDANT, EEGA BEEVA, IS MENTALLY UNBALANCED?
I AM, YOUR HONOR!
I HAVE HERE A LIST OF COMPLAINTS AGAINST THIS EEGA BEEVA!
I'VE BEEN WORKING VERY HARD ON THIS!
11-23
HMMMMMM!
WALT DISNEY
I SHALL PROVE BEYOND A DOUBT THAT HE IS MENTALLY UNBALANCED..
I SHALL PROVE HE IS A MENACE TO THE COMMUNITY...!
11-24
AND I SHALL DEMAND THAT HE BE PLACED BEHIND BARS!
WALT DISNEY
IT'S NOT POLITE TO POINT!

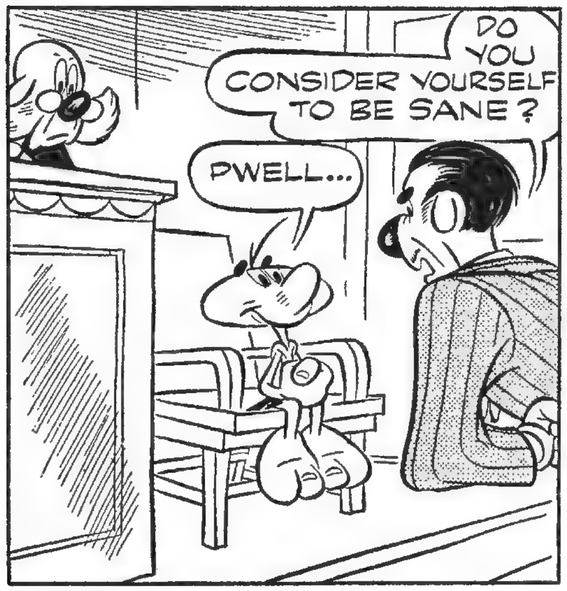
ARE YOU READY TO PRESENT YOUR CASE AGAINST EEGA BEEVA, MR. PROSECUTOR?
I AM, YOUR HONOR!
11-25
NOW, THEN...
...TAKE THE CHAIR, PLEASE!
PSURE!
PWHERE PTO?
WALT DISNEY
YOUR HONOR ... THE ODD ACTIONS OF THIS PERSON FILL ME WITH HORROR!
THE FACT THAT HE HAS BEEN PERMITTED TO ROAM FREELY ABOUT SHAMES ME!
11 26
BUT I REJOICE THAT AT LAST WE ARE ABOUT TO PUT HIM WHERE HE CAN HARM NO ONE! I AM HAPPY!
ACTING AWARD
WALT DISNEY
...AND I WILL PROVE...
PLEASE, MR. PROSECUTOR... I'M GETTING A HEADACHE...!
BAM! BAM! BAM!
11-27
PHEADACHE?
SCRAUNCH!
WHY, YOU...
WALT DISNEY
GOODNESS... IT DOES FEEL BETTER!

NOW...YOU UNDERSTAND WE ARE HERE TO DETERMINE WHETHER YOU ARE SANE OR NOT...?
PSURE, PYOUR PHONOR...

WOULD YOU LIKE TO TELL US SOMETHING ABOUT YOURSELF....?
POKAY....
11-29

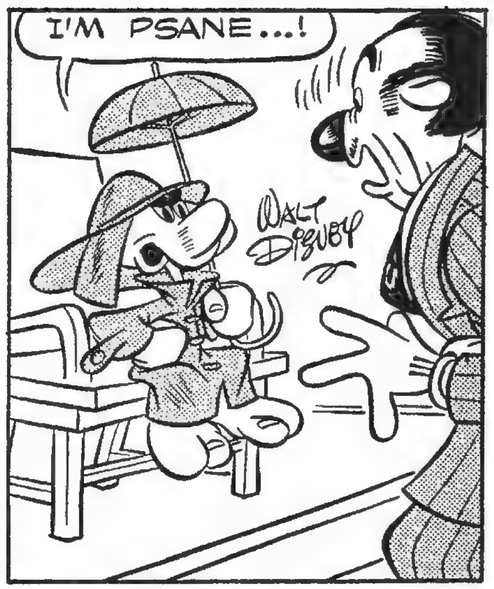
I PWAS PBORN PMUCH PSMALLER PTHAN I AM PTODAY....


FOUR HOURS LATER.
ZZ
Z
Z
PTHAT PBRINGS ME UP TO THE AGE OF PSIX PWEEKS...
ZZZ!
WALT DISNEY

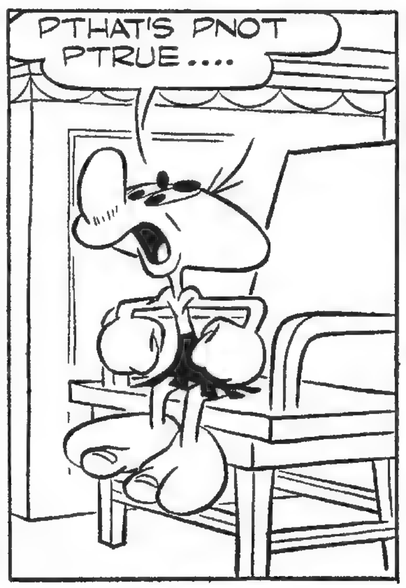

DO YOU CONSIDER YOURSELF TO BE SANE?
PWELL...

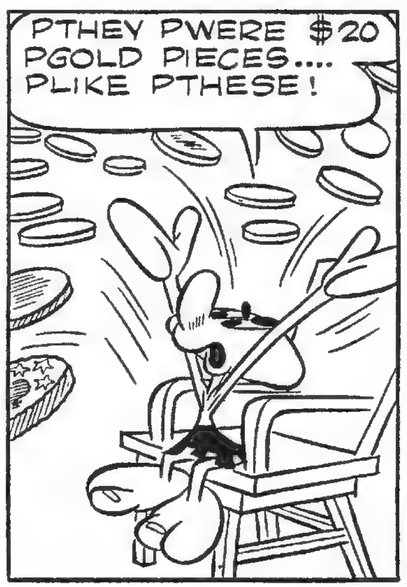
SAY IT... ARE YOU SANE....?
I...

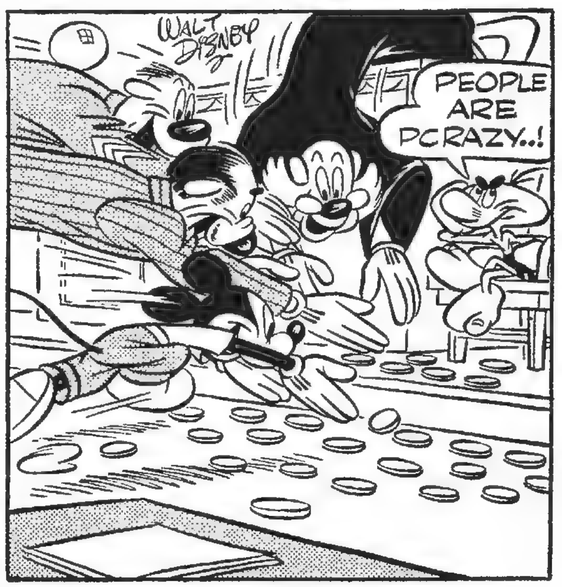
SPEAK SLOWLY AND SUCCINCTLY... SAY YOU ARE SANE...!
11-30

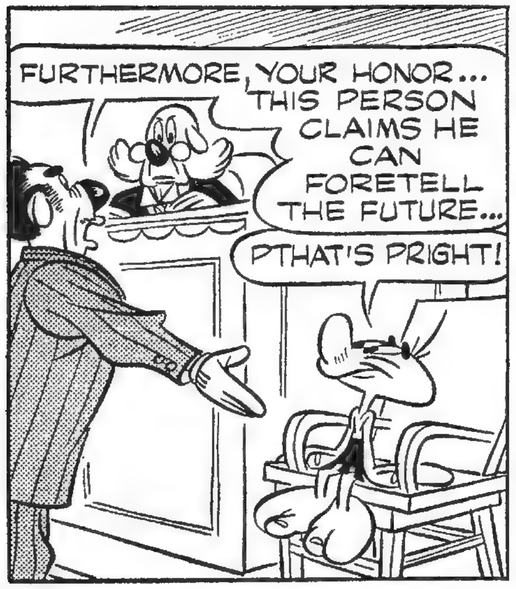

I'M PSANE...!
WALT DISNEY

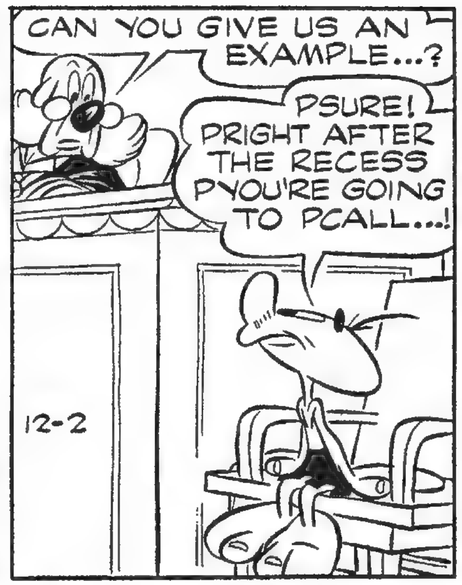
YOUR HONOR...
HERE'S A PHOTO WHICH SHOWS EEGA BEEVA THROWING AWAY SILVER DOLLARS..!
12-1


PTHAT'S PNOT PTRUE....


PTHEY PWERE $20 PGOLD PIECES.... PLIKE PTHESE!

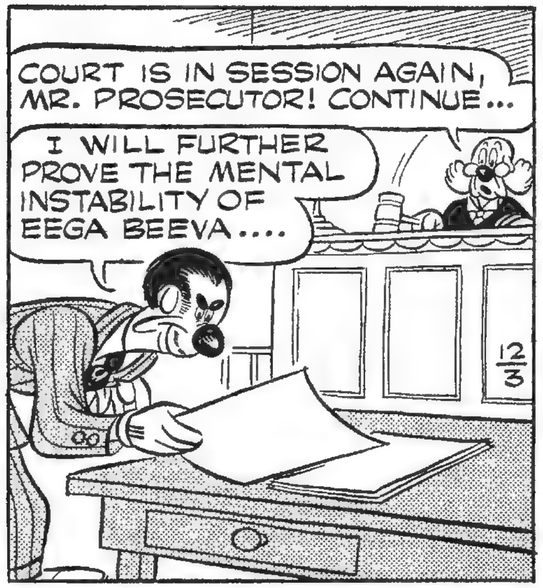

WALT DISNEY
PEOPLE ARE PCRAZY..!


FURTHERMORE, YOUR HONOR... THIS PERSON CLAIMS HE CAN FORETELL THE FUTURE...
PTHAT'S PRIGHT!


CAN YOU GIVE US AN EXAMPLE...?
PSURE! PRIGHT AFTER THE RECESS PYOU'RE GOING TO PCALL...!
12-2

BUT I'M NOT GOING TO CALL A RECESS!
PYOU PBETTER! THE PBUILDING'S ON PFIRE!

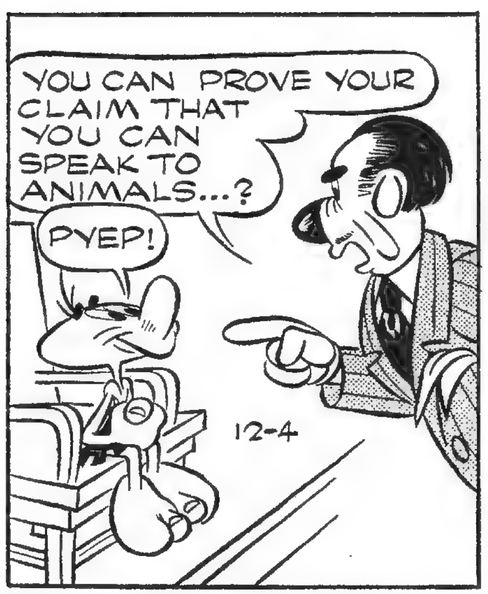
NOTHING SERIOUS! YOU'LL BE BACK IN COURT IN A FEW MINUTES!
WALT DISNEY


COURT IS IN SESSION AGAIN, MR. PROSECUTOR! CONTINUE...
I WILL FURTHER PROVE THE MENTAL INSTABILITY OF EEGA BEEVA....
12/3

HE CLAIMS HE IS ABLE TO SPEAK WITH DOGS AND OTHER DUMB ANIMALS...!
EXHIBIT "B"

PTHAT'S PRIGHT!
WALT DISNEY

The BUGLE
EEGA BEEVA SPEAKS TO ANIMALS!
INSANITY TRIAL DEFENDANT CLAIMS ABILITY TO CONVERSE WITH BEAST
CONVERSATIONALISTS
Says dogs think highly of human race.


YOU CAN PROVE YOUR CLAIM THAT YOU CAN SPEAK TO ANIMALS...?
PYEP!
12-4

I SHOULD LIKE TO INTRODUCE THIS BLOODHOUND WHO WORKS FOR THE CITY POLICE!

BWOOF WERP WRLOOOO, BWARP!
WURLLL, BERLOOO BWOFFF!

PHE PSAYS PHIS PNAME IS "PGEORGE"... PHE PLIVES AT POLICE PSTATION 22... AND PSAYS PHE PHAS A PCOLD!
WALT DISNEY
SNIF

YOUR HONOR...TO PROVE THE DEFENDANT'S INSANITY...I SHOULD LIKE TO SHOW YOU SOME FILMS!
GO AHEAD!
12/6

YOUR HONOR... NO SANE PERSON EATS BANANA SKINS AND THROWS AWAY THE INSIDE!

BABY SITTING FOR A MOTHER HEN!
WALT DISNEY
COMICS

IMAGINE FALLING ASLEEP WHILE CROSSING A BUSY STREET!
ZZ

NOW, YOUR HONOR... I WOULD LIKE TO PRESENT ONE OF THE WORLD'S GREATEST PSYCHIATRISTS...
12-7

...DR. FRANZ SCHLOM-SCHLING OF AUSTRIA!

A GREAT HONOR TO HAVE YOU HERE, DOCTOR!
GOSH!

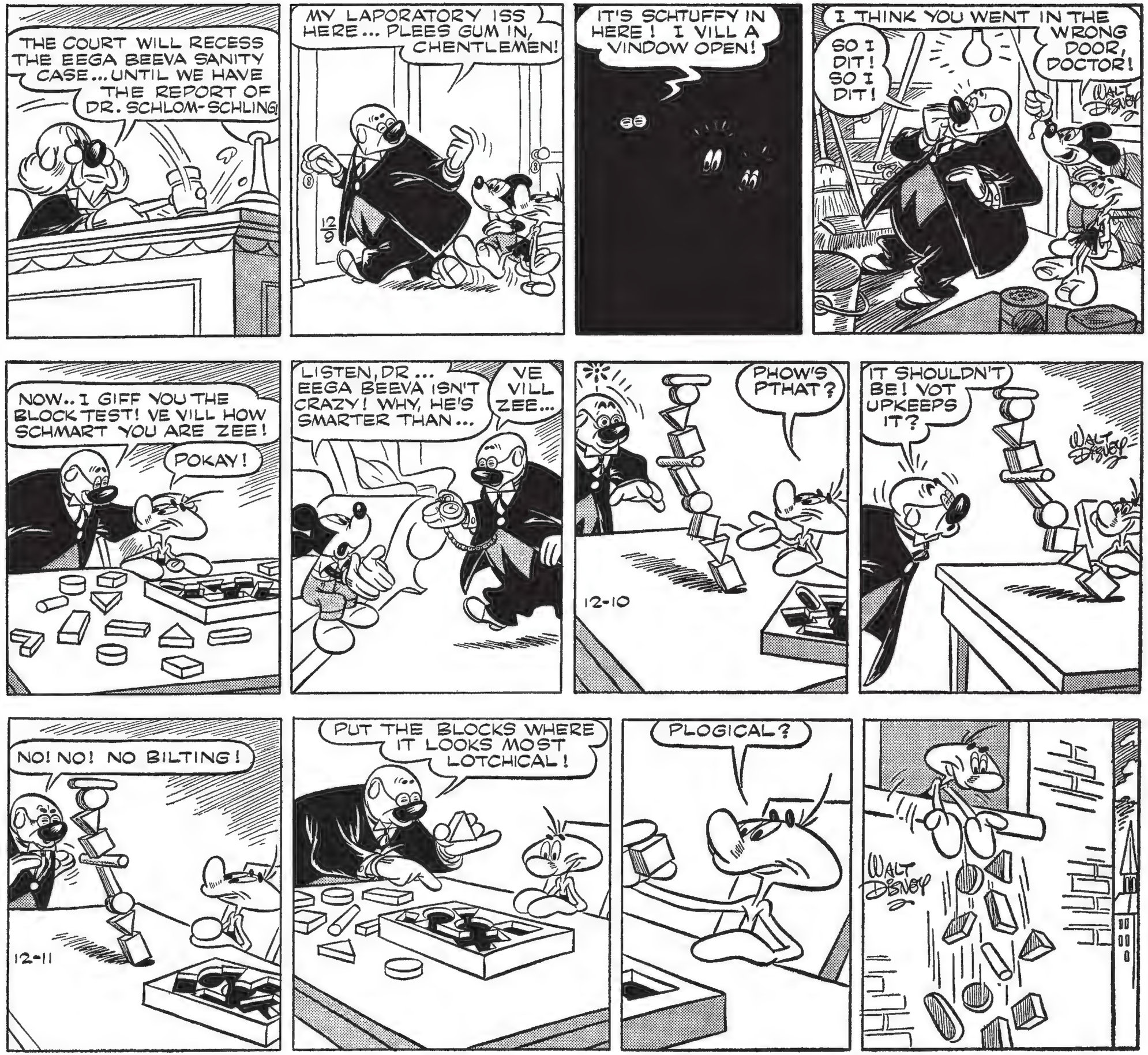
I'M KLATT TO MEET YOU, CHUTCH!
WALT DISNEY

DR. SCHLOM-SCHLING...WE WOULD LIKE YOU TO PASS ON THE SANITY OF THE DEFENDANT!

HMMMM?
12-8

OFFHANT... I'D SAY... DAFINITELY A GRIMINAL TYPE!

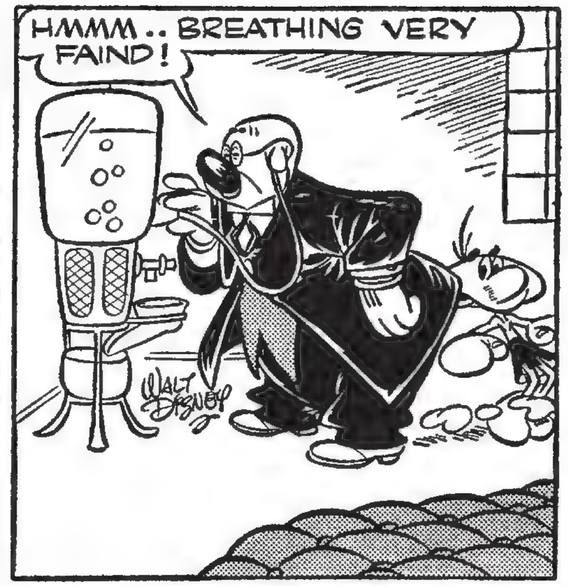
NO..NO..YOU'RE LOOKING AT THE JUDGE! HERE IS THE DEFENDANT!
HAH! I ZSEE!
WALT DISNEY


THE COURT WILL RECESS THE EEGA BEEVA SANITY CASE... UNTIL WE HAVE THE REPORT OF DR. SCHLOM-SCHLING!
MY LAPORATORY ISS HERE... PLEES GUM IN, CHENTLEMEN!
12/9
IT'S SCHTUFFY IN HERE! I VILL A VINDOW OPEN!
I THINK YOU WENT IN THE WRONG DOOR, DOCTOR!
SO I DIT! SO I DIT!
WALT DISNEY
NOW.. I GIFF YOU THE BLOCK TEST! VE VILL HOW SCHMART YOU ARE ZEE!
POKAY!
LISTEN, DR... EEGA BEEVA ISN'T CRAZY! WHY, HE'S SMARTER THAN...
VE VILL ZEE...
PHOW'S PTHAT?
12-10
IT SHOULDN'T BE! VOT UPKEEPS IT?
WALT DISNEY
NO! NO! NO BILTING!
12-11
PUT THE BLOCKS WHERE IT LOOKS MOST LOTCHICAL!
PLOGICAL?
WALT DISNEY

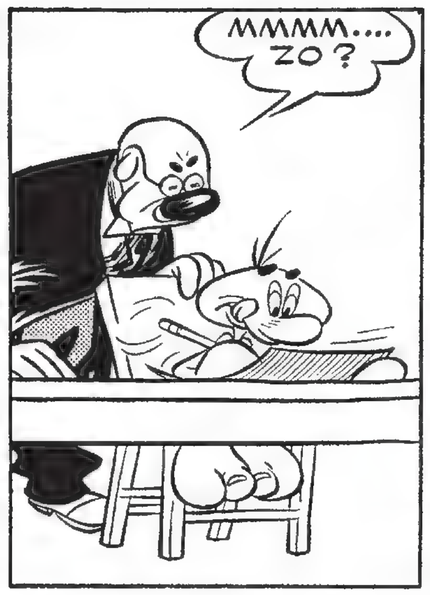
GEE, DR. SCHLOM-SCHLING... DO YOU REALLY THINK EEGA BEEVA IS DAFFY?
I VILL ON HIM THE SPETCHIAL EGGSZAMINATION MAKE!

FURST I GET MINE SCHTETHOSCOPE!
EXCUSE ME!

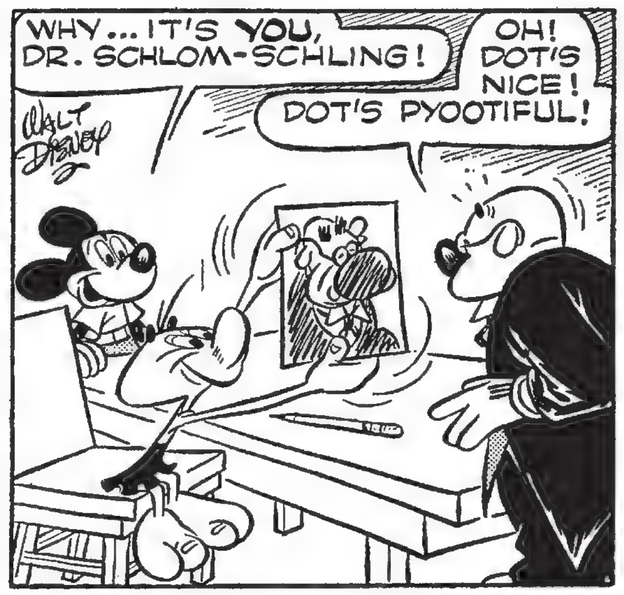
NOW.. A LISTEN I VILL HAFF!
12/13

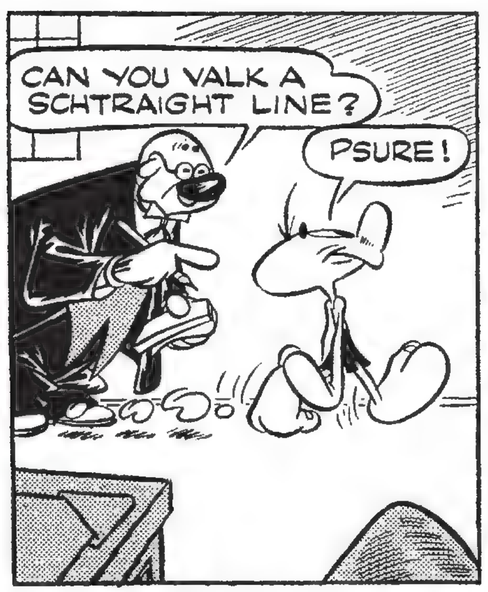

HMMM.. BREATHING VERY FAIND!
WALT DISNEY

LET ME SEE YOU DOOTLE! DOOTLING ALVAYS REFEELS THE INNER THOUGHTS!
POKAY!
12/14


MMMM.... ZO?

DRETTFUL! HORRIPIL! IT BESCHPEAKS A SICK PBRAIN!


WHY... IT'S YOU, DR. SCHLOM-SCHLING!
OH! DOT'S NICE!
DOT'S PYOOTIFUL!
WALT DISNEY


CAN YOU VALK A SCHTRAIGHT LINE?
PSURE!

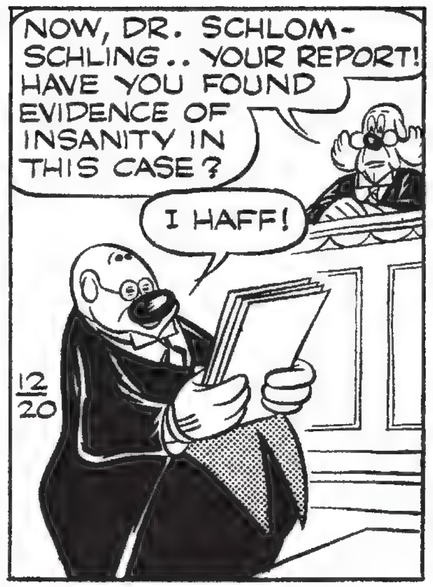
MMMM .... ZO?

YOU KNOW A SCHTRANGE THING ABOUT HIM?
HHHHHUH?

HISS EYES ISS SET TOGETHER VERY CLOZE!
WALT DISNEY
12-15

THE EGGSZAMINATION FOR SANITY PECOMES NOW CONFIDENTIAL...
YOU VAIT IN HERE, BLEASE?
CASE HISTORY WAX REPRODUCTIONS
WHY NOT?
12/16
CHOOST RELAX!
RELAX.... HE SAYS!
CASE HISTORY 3337B CYRIL the SLASHER
CASE HISTORY 882 C JENNIE the SASHWEIGHT QUEEN
OKAY, FOLKS ...TAKE IT EASY! TAKE IT EASY!
CASE HISTORY 3337B CYRIL the SLASHER
CASE HISTORY 882 C JENNIE the SASHWEIGHT QUEEN
GEE.. THAT SANITY EXAMINATION OF EEGA BEEVA'S IS TAKING A LONG TIME!
12/17
PDON'T, PDOCTOR... PDON'T...!
GOSH!
GIN!
OH, PNO!
EEGA BEEVA'S ALL RIGHT, ISN'T HE, DR. SCHLOM-SCHLING?
CHOOST A MINUTE!
PHUH?
HAH... MINE REPORT ISS COMBLETE!
WELL?
PYEAH... PWELL?
12-18
SSSPPT... BZZT.. BZZZ....
OKAY, POYS... LOCK HIM OP!
HEY!

THIS COURT IS NOW IN SESSION!


NOW, DR. SCHLOM-SCHLING.. YOUR REPORT! HAVE YOU FOUND EVIDENCE OF INSANITY IN THIS CASE?
I HAFF!
12/20

AHAH!
PUTT NOD THE DEFENDANT EEKA BEEFA...

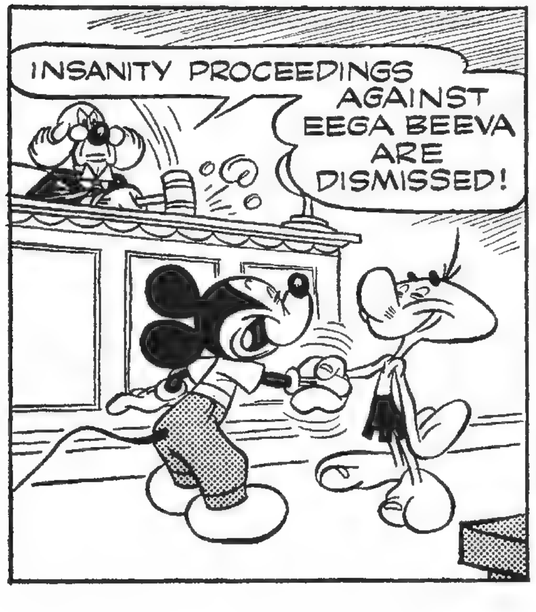
THE DISTRICH ATTORNEY! — HE ISS AS CRAZY AS A PEDBUG!
WALT DISNEY

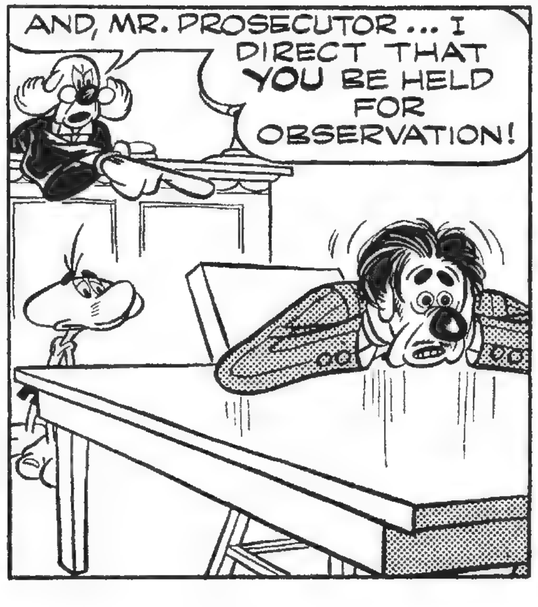
DR. SCHLOM-SCHLING... YOU SAY THE DEFENDANT EEGA BEEVA IS SANE ..AND THE PROSECUTOR IS CRAZY?
DOT'S MY SCHTORY!

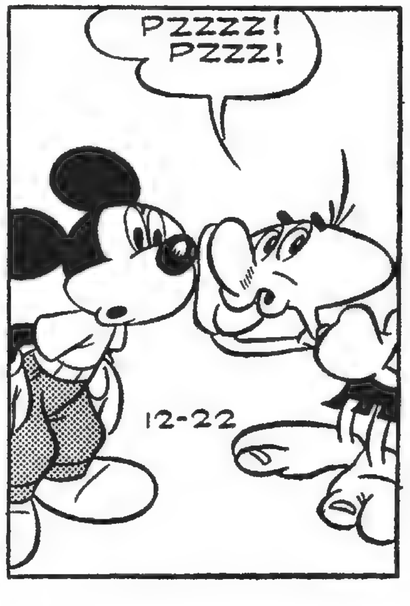
THEN WHY DID YOU ORDER THE TWO SPECIAL GUARDS TO WATCH HIM?
12-21

GOOTNESS... THEY ARE NOD TO VATCH HIM ... THEY ARE TO BROTEGGD HIM!

PROTECT HIM?
THE GREATEST PRAIN UFF ALL TIME! IT MUST BE ALVAYS BROTEGGDED!
WALT DISNEY


INSANITY PROCEEDINGS AGAINST EEGA BEEVA ARE DISMISSED!


AND, MR. PROSECUTOR ... I DIRECT THAT YOU BE HELD FOR OBSERVATION!


PZZZZ! PZZZ!
12-22

YOUR HONOR, EEGA BEEVA BELIEVES HE CAN HELP THE PROSECUTOR!
WALT DISNEY

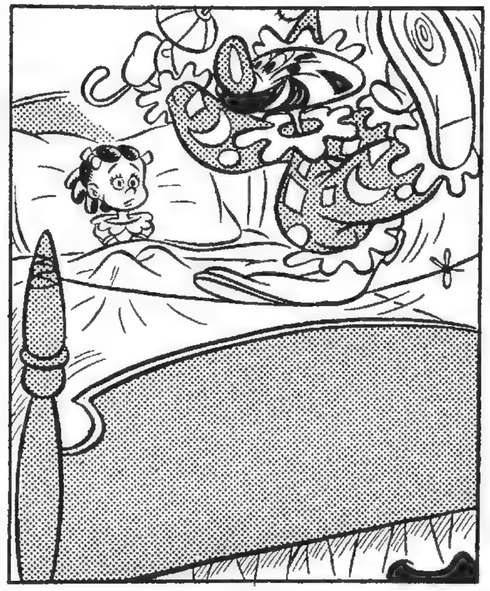
IMAGINE! A CRAZY DISTRICT ATTORNEY!
DON'T WORRY, MR. PROSECUTOR! EEGA BEEVA WILL HELP YOU!

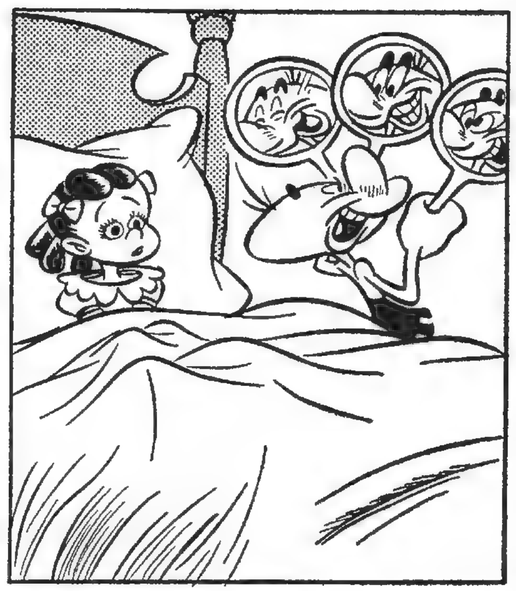
OH, IF SOMEONE ONLY COULD HELP ME!
WE'LL GO TO YOUR HOUSE AND TALK THINGS OVER!

THE CAUSE OF MY TROUBLE IS IN THERE!
12-23

MY LITTLE GIRL!...SHE HAS NEVER LAUGHED... OR EVEN SMILED!
WALT DISNEY

MY OWN LITTLE GIRL!... BUT SHE HASN'T LAUGHED OR SMILED IN HER WHOLE LIFE!
GEE!





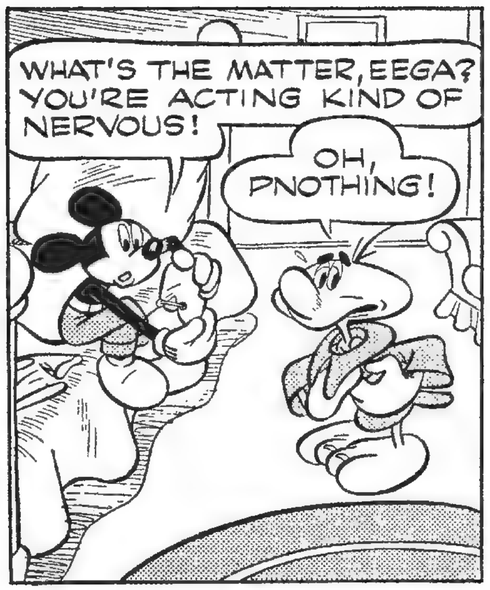
LOOK! SHE'S STARTING TO...!
WALT DISNEY
12-24

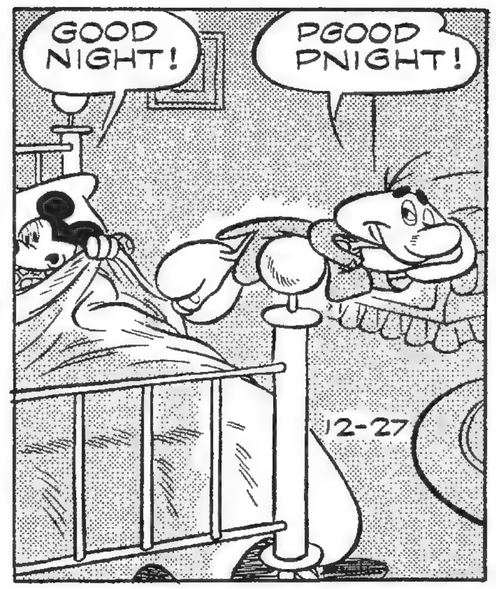
PHOW ARE PYOU PTODAY?
I'M PFINE! PHOW ARE PYOU?
TEE-HEE! HEE! HEE!

SHE'S LAUGHING! ...FOR THE FIRST TIME IN HER LIFE!

SLEEPING! SHE'S GOING TO BE ALL RIGHT NOW!
AND YOU WILL BE, TOO!

GEE, EEGA BEEVA... I BET YOU'RE THE GREATEST GUY IN THE WORLD!
PHAVE A PKUMQUAT!
WALT DISNEY
12-25

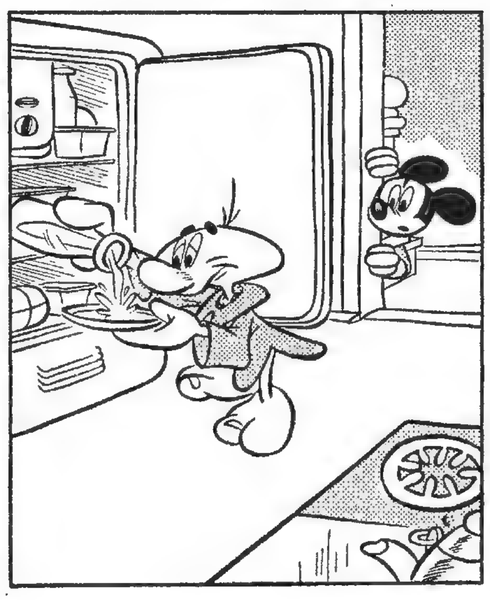

WHAT'S THE MATTER, EEGA? YOU'RE ACTING KIND OF NERVOUS!
OH, PNOTHING!

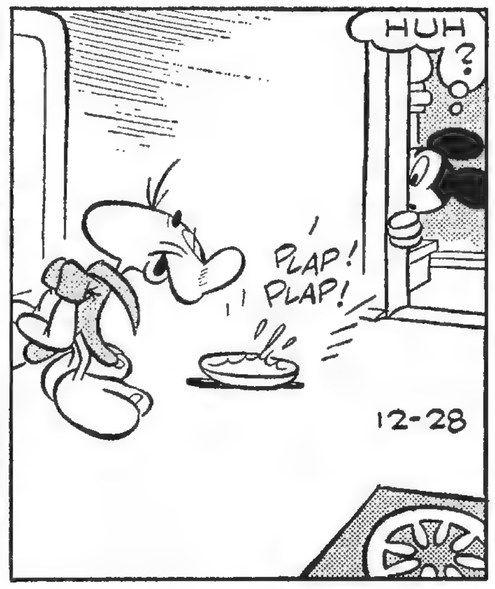

GOOD NIGHT!
PGOOD PNIGHT!
12-27

ZZZZZ!
PZZZZ!

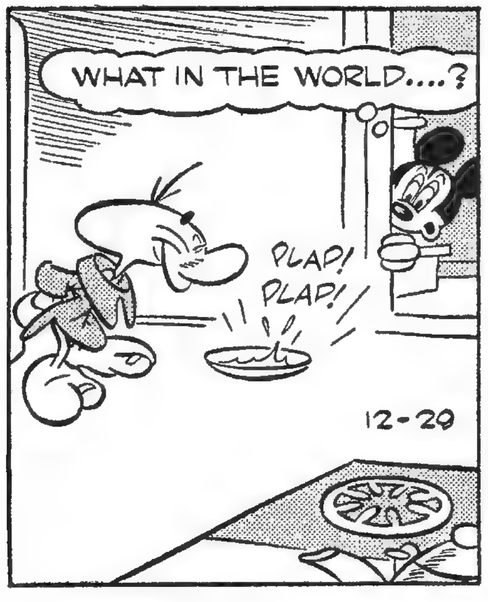
NOW WHAT IN THE WORLD IS HE UP TO ?
WALT DISNEY

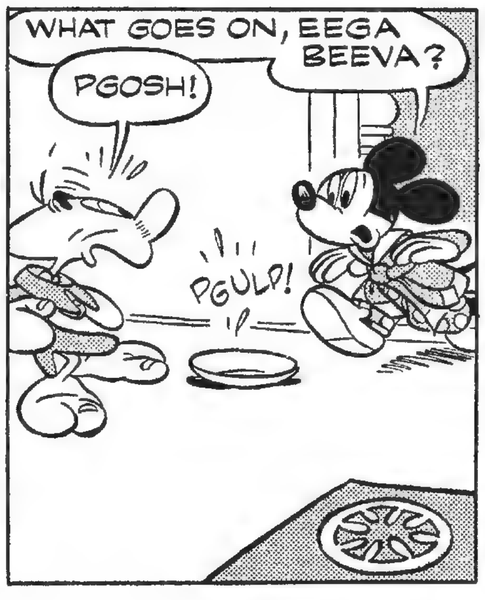
I WONDER WHAT EEGA'S UP TO ?



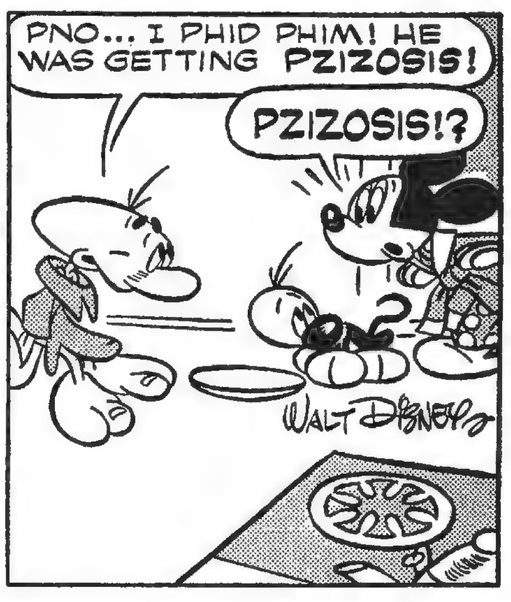

HUH ?
PLAP! PLAP!
12-28

PDRINK IT ALL UP, PBOY! !
PLAP! PLAP!
WALT DISNEY


WHAT IN THE WORLD....?
PLAP! PLAP!
12-29


WHAT GOES ON, EEGA BEEVA?
PGOSH!
PGULP!

I PGUESS WE'RE PCAUGHT, PFLIP!
PFLIP, THE THNUCKLEBOOH! BUT I THOUGHT HE RAN AWAY MONTHS AGO!
PFLIP!

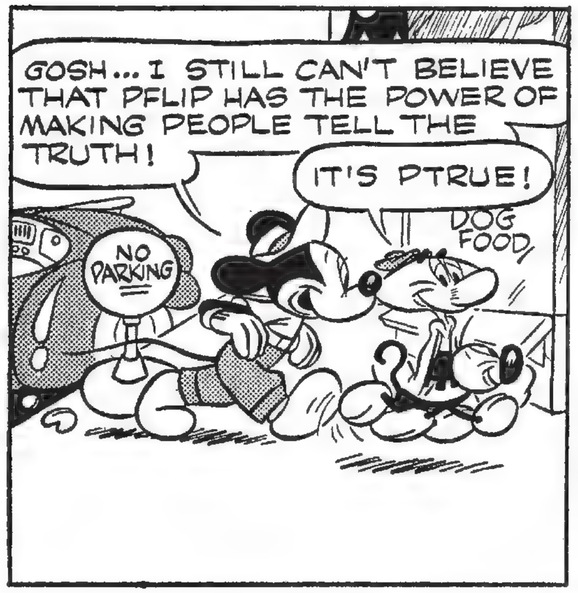

PNO... I PHID PHIM! HE WAS GETTING PZIZOSIS!
PZIZOSIS!?
WALT DISNEY

HE'S GOT PZIZOSIS? WHAT'S THAT?
IT'S PSOMETHING THAT MAKES EVERYONE AROUND HIM TELL THE TRUTH!
12-30

BUT THAT'S WONDERFUL! EVERYONE SHOULD TELL THE TRUTH!
PWELL...PFOR INSTANCE... PWHAT PDO PYOU PTHINK OF PME?

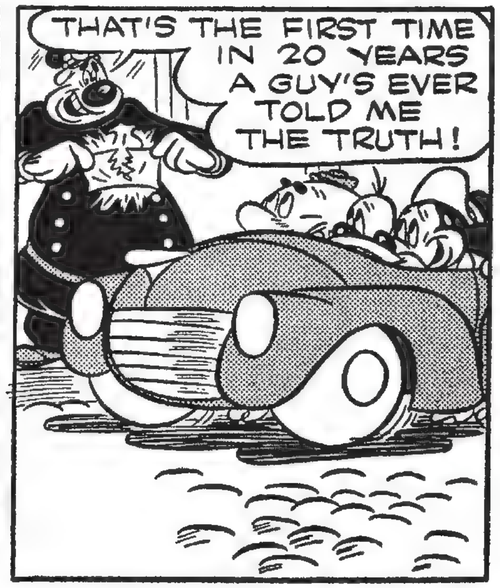
I LIKE YOU, EEGA ... BUT YOU'RE AWFULLY SILLY-LOOKING! AND I WISH YOU WOULDN'T THROW KUMQUAT SEEDS ALL OVER THE HOUSE!

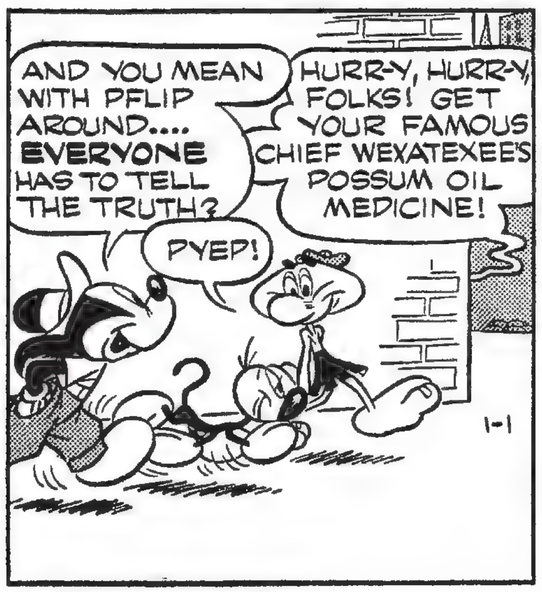
GOSH..I'M SORRY, EEGA! I SHOULDN'T HAVE SAID THAT!
PSEE? PHE PMADE PYOU PTELL PTHE PTRUTH!
WALT DISNEY

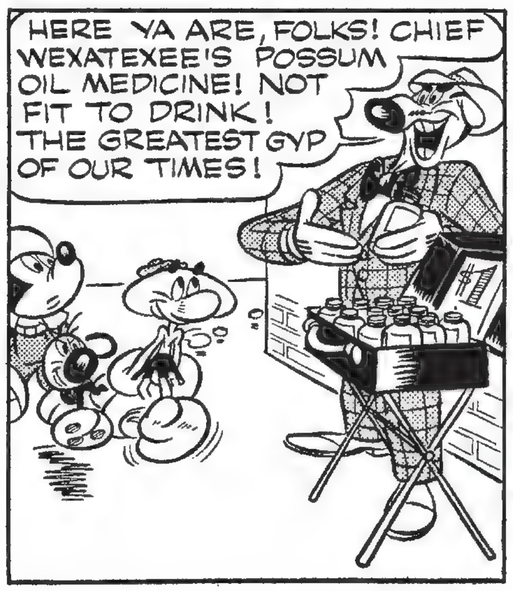

GOSH... I STILL CAN'T BELIEVE THAT PFLIP HAS THE POWER OF MAKING PEOPLE TELL THE TRUTH!
IT'S PTRUE!
NO PARKING
DOG FOOD

HAH! DIDN'T YOU SEE THE "NO PARKING" SIGN?
NO PARKING
12-31

YES, I DID! BUT I FIGURED I COULD GET AWAY WITH IT!
WALT DISNEY

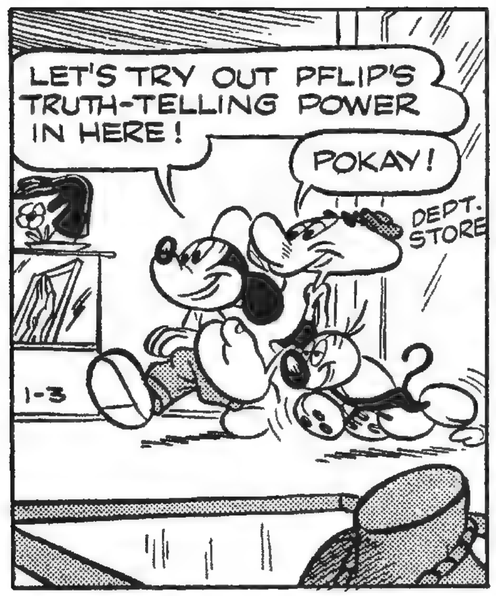

THAT'S THE FIRST TIME IN 20 YEARS A GUY'S EVER TOLD ME THE TRUTH!


AND YOU MEAN WITH PFLIP AROUND.... EVERYONE HAS TO TELL THE TRUTH?
HURR-Y, HURR-Y, FOLKS! GET YOUR FAMOUS CHIEF WEXATEXEE'S POSSUM OIL MEDICINE!
PYEP!
1-1


HERE YA ARE, FOLKS! CHIEF WEXATEXEE'S POSSUM OIL MEDICINE! NOT FIT TO DRINK! THE GREATEST GYP OF OUR TIMES!

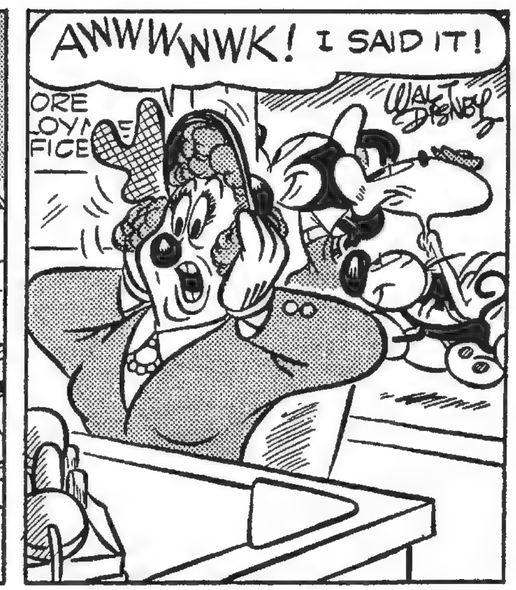
THAT'S RIGHT, FOLKS! PASS ME BY! I OUGHTA BE IN JAIL FOR SELLING THIS STUFF!

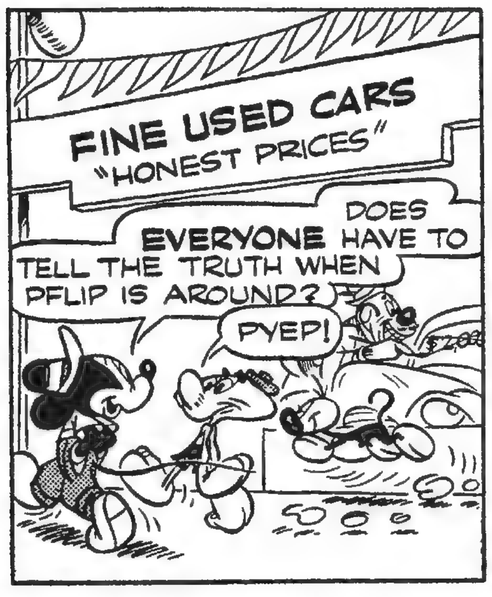
WHAT AM I SAYING?
WALT DISNEY


LET'S TRY OUT PFLIP'S TRUTH-TELLING POWER IN HERE!
POKAY!
DEPT. STORE
1-3

AND NOW... YOUR AGE, MADAM!
WELL... I'M HOVERING ABOUT ..28..
STORE EMPLOYMENT OFFICE

ACTUALLY... I'M 43!

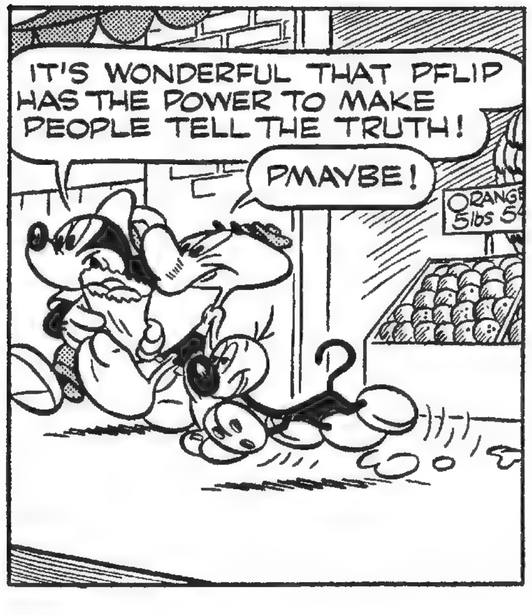

AWWWWWK! I SAID IT!
WALT DISNEY


FINE USED CARS
"HONEST PRICES"
DOES EVERYONE HAVE TO TELL THE TRUTH WHEN PFLIP IS AROUND?
PYEP!

?
$2,000.00
$1.79
1-4

! ! ?
WALT DISNEY
$1,250.00
$1.23

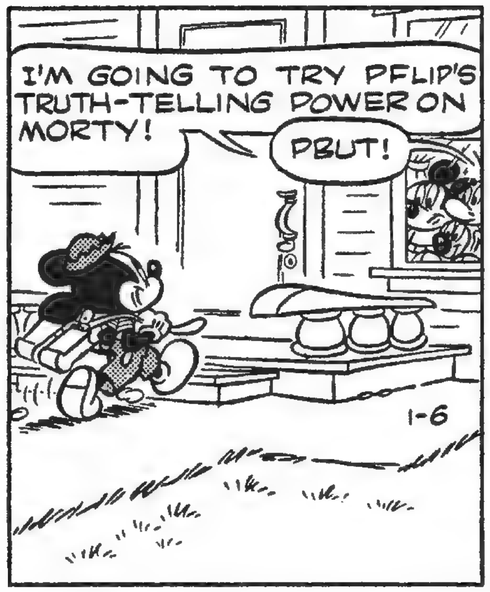
HURRY OVER, DOC! SOMETHING TERRIBLE'S HAPPENING TO ME!


IT'S WONDERFUL THAT PFLIP HAS THE POWER TO MAKE PEOPLE TELL THE TRUTH!
PMAYBE!

OH-OH! HERE COMES MINNIE IN A NEW HAT! IF I TELL HER THE TRUTH ABOUT IT, SHE'LL MURDER ME!

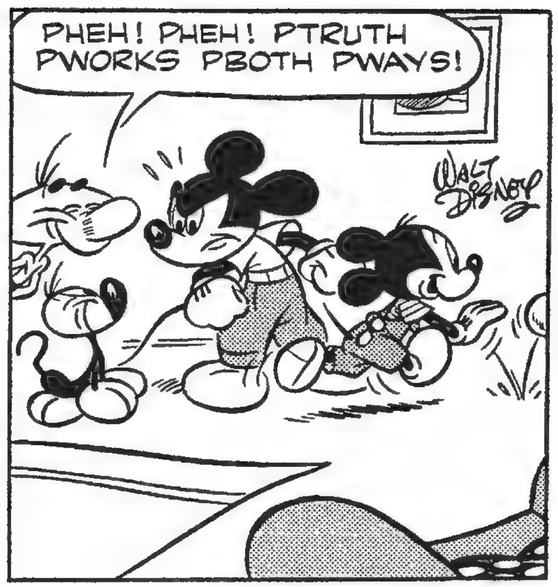
MICKEY! HOW DO YOU LIKE MY BEAUTIFUL NEW HAT?
TO TELL THE TRUTH IT'S... URGHGHG!

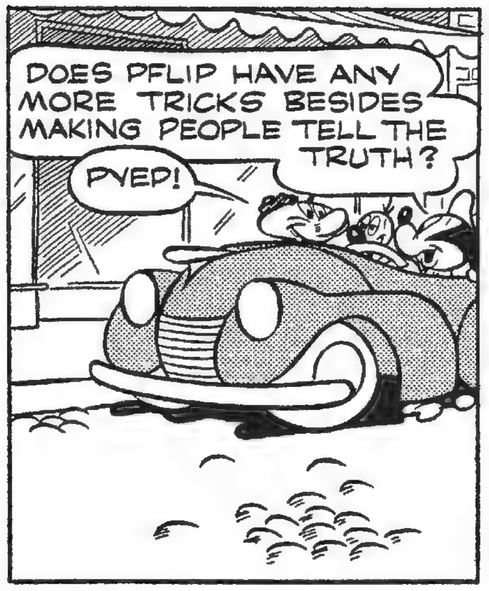
PHOW PDO!
WALT DISNEY
1-5


I'M GOING TO TRY PFLIP'S TRUTH-TELLING POWER ON MORTY!
PBUT!
1-6

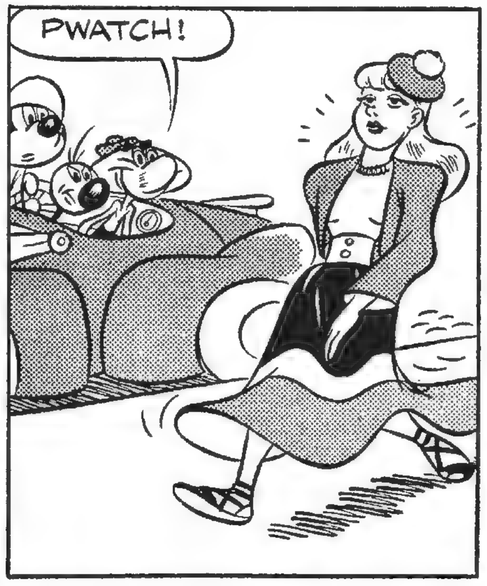
YES, UNCA MICKEY... I HAVE BEEN PLAYING HOOKY! BUT...
YOU HAVE, EH?

WELL ...HEH-HEH.. WHEN I WAS YOUR AGE ... I PLAYED HOOKY, TOO!
GEE.... YOU'RE SWELL, UNCA MICKEY!


PHEH! PHEH! PTRUTH PWORKS PBOTH PWAYS!
WALT DISNEY


DOES PFLIP HAVE ANY MORE TRICKS BESIDES MAKING PEOPLE TELL THE TRUTH?
PYEP!

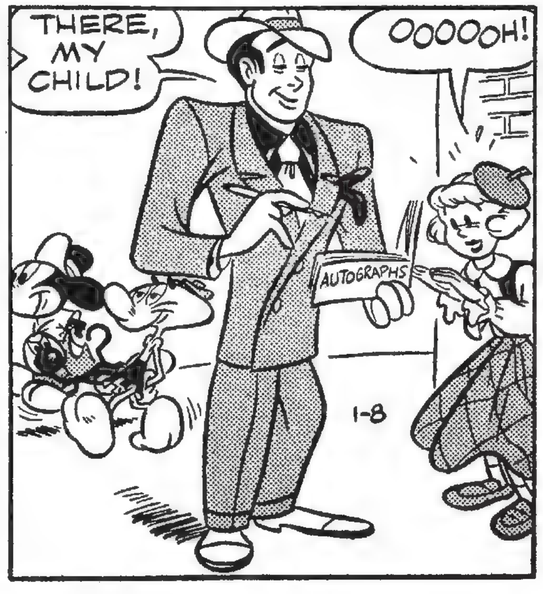
WHAT, FOR INSTANCE?
PWAIT!
1-7


PWATCH!

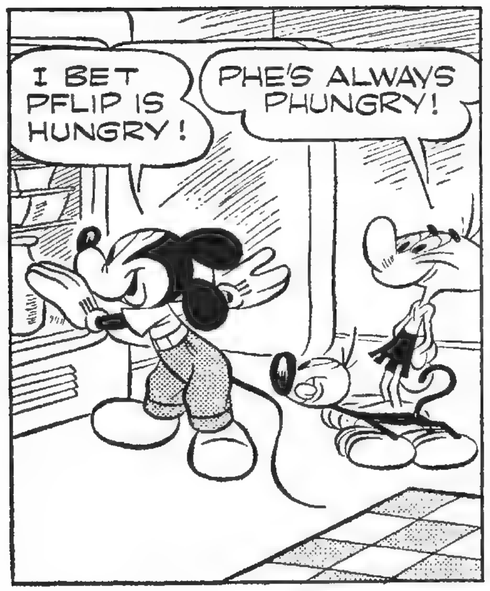
GOSH! HER HAIR TURNED BLACK!
PNATURALLY!
WALT DISNEY

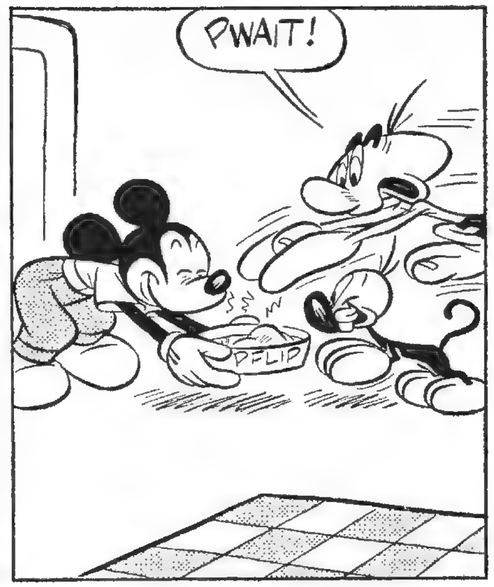
GOSH! TO THINK THAT A TINY DOG LIKE PFLIP CAN BRING OUT THE TRUTH IN PEOPLE!
PYEP!

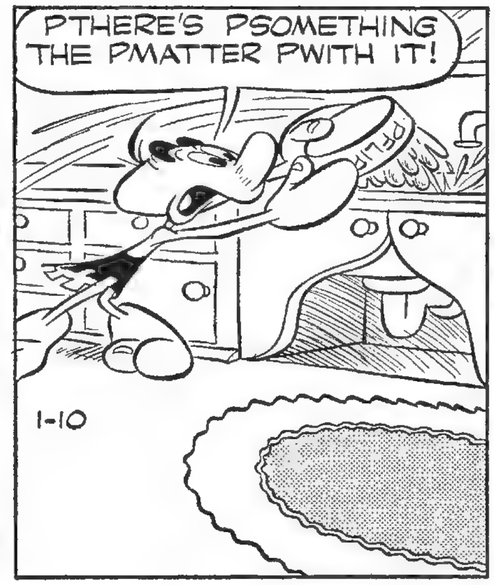
MAYBE WE'D BETTER GET HIM HOME BEFORE SOMETHING HAPPENS!
PDON'T PWORRY!

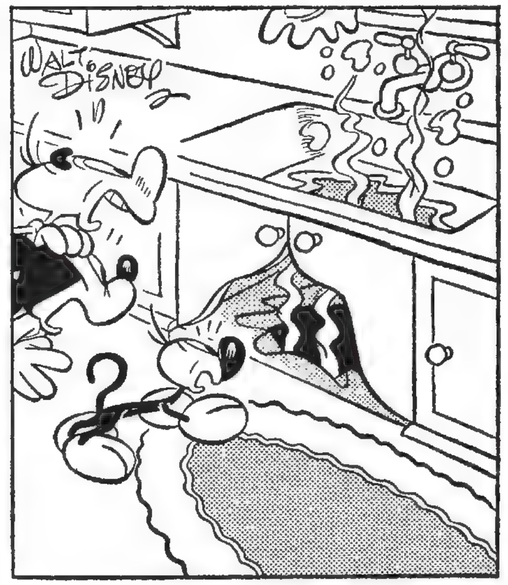

THERE, MY CHILD!
OOOOOH!
AUTOGRAPHS
1-8

OOOOOOH!
WALT DISNEY
AUTOGRAPHS

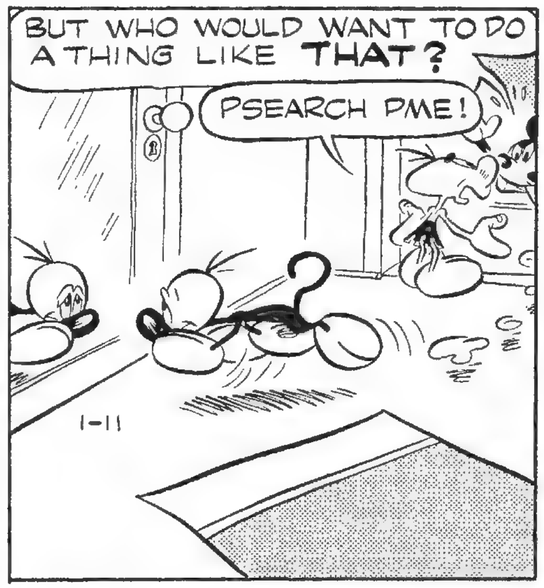

I BET PFLIP IS HUNGRY!
PHE'S ALWAYS PHUNGRY!


PWAIT!
PFLIP

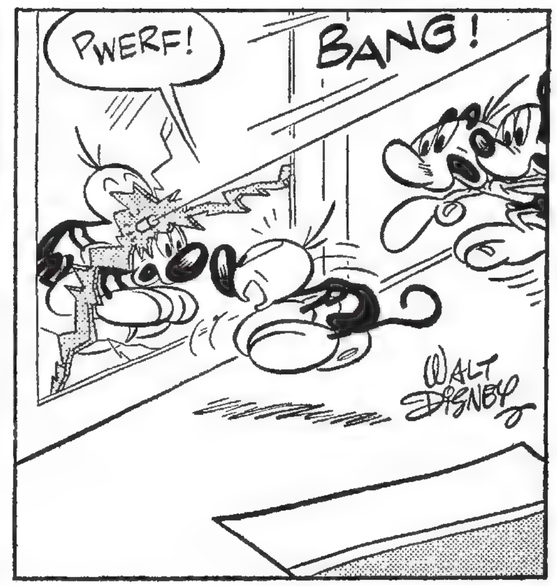

PTHERE'S PSOMETHING THE PMATTER PWITH IT!
1-10

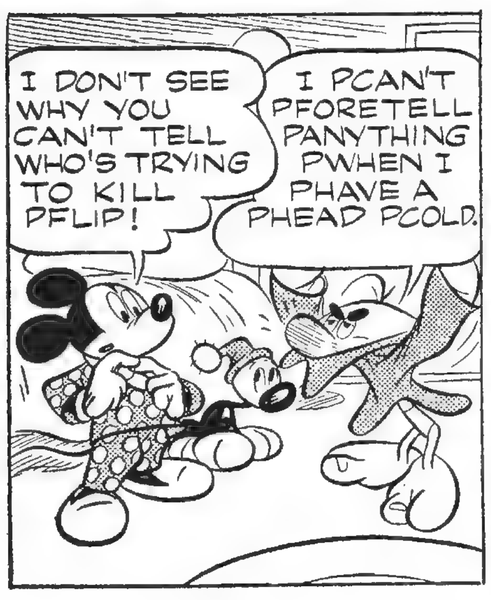

WALT DISNEY

SOMEONE TRIED TO POISON LITTLE PFLIP!
PFLIP

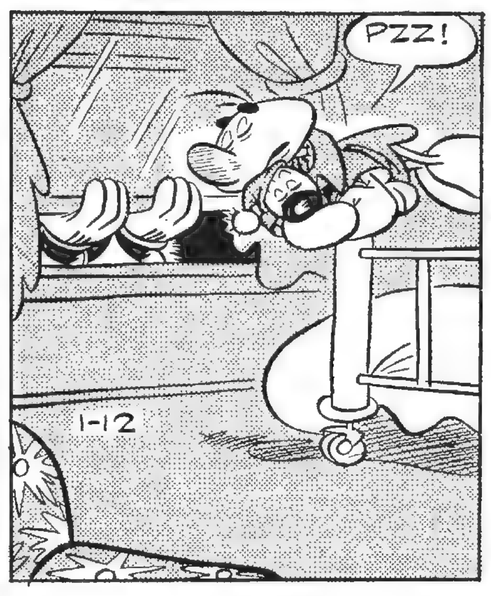

BUT WHO WOULD WANT TO DO A THING LIKE THAT?
PSEARCH PME!
1-11

PWAIT! I .... ?

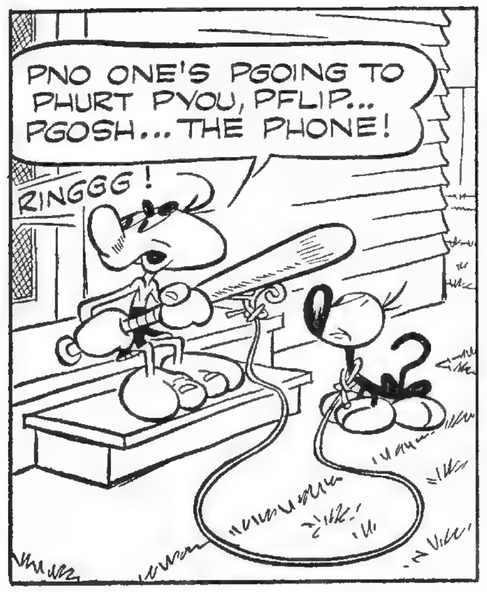

PWERF!
BANG!
WALT DISNEY

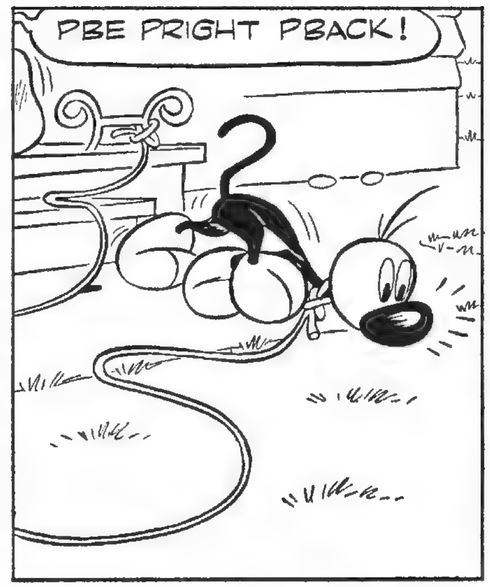

I DON'T SEE WHY YOU CAN'T TELL WHO'S TRYING TO KILL PFLIP!
I PCAN'T PFORETELL PANYTHING PWHEN I PHAVE A PHEAD PCOLD.

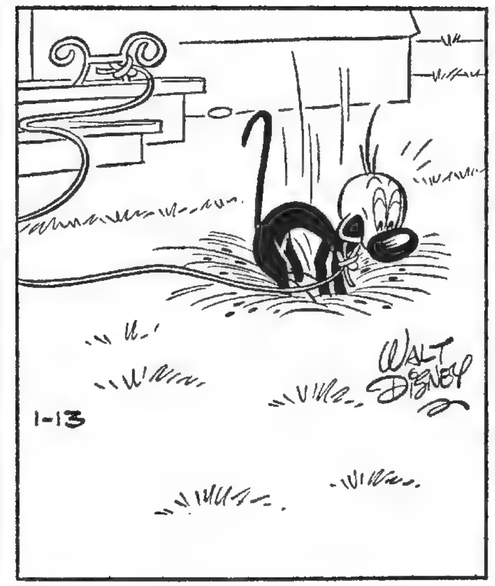
PMAYBE IT'LL BE PBETTER PTOMORROW!

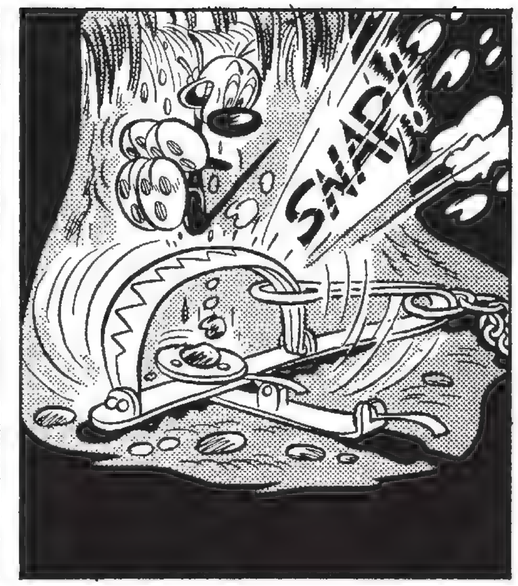

PZZ!
1-12

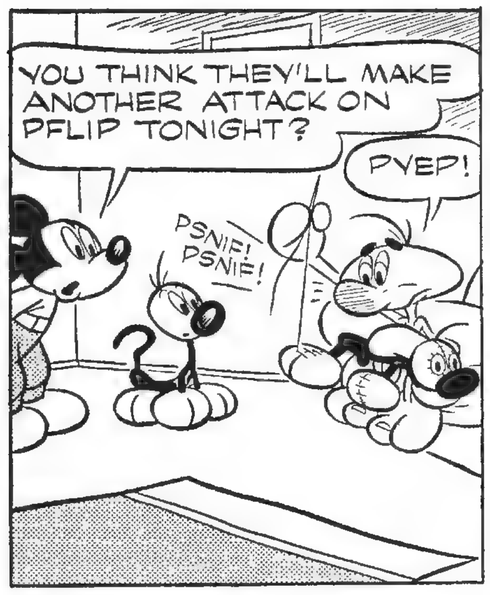
PZZZ! ..PKATCHOO! ...
PZZZ ...
WALT DISNEY

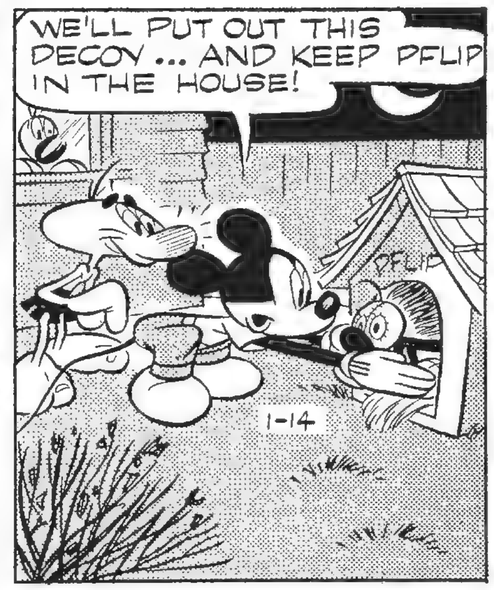

PNO ONE'S PGOING TO PHURT PYOU, PFLIP... PGOSH... THE PHONE!
RINGGG!

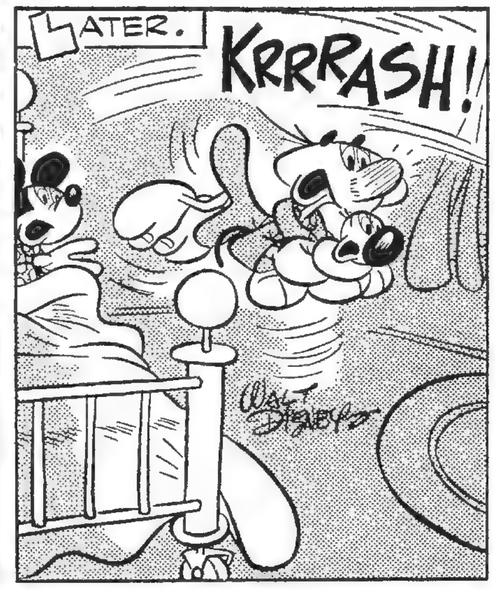

PBE PRIGHT PBACK!

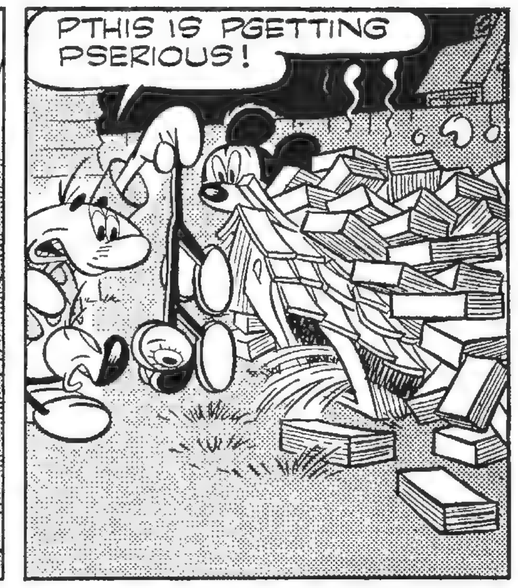

1-13
WALT DISNEY


SNAP!


YOU THINK THEY'LL MAKE ANOTHER ATTACK ON PFLIP TONIGHT?
PSNIF! PSNIF!
PYEP!


WE'LL PUT OUT THIS DECOY... AND KEEP PFLIP IN THE HOUSE!
PFLIP
1-14


LATER.
KRRRASH!
WALT DISNEY


PTHIS IS PGETTING PSERIOUS!

EEGA, WE'VE GOT TO DO SOMETHING TO SAVE PFLIP FROM WHOEVER'S TRYING TO GET HIM!
Theatrical COSTUMERS
MAKE-UP EXPERTS
1-15

WE WANT HIM DISGUISED SO NOBODY'LL RECOGNIZE HIM!
HMMM!

LATER.
VOILA! HE IS DISGUISE!

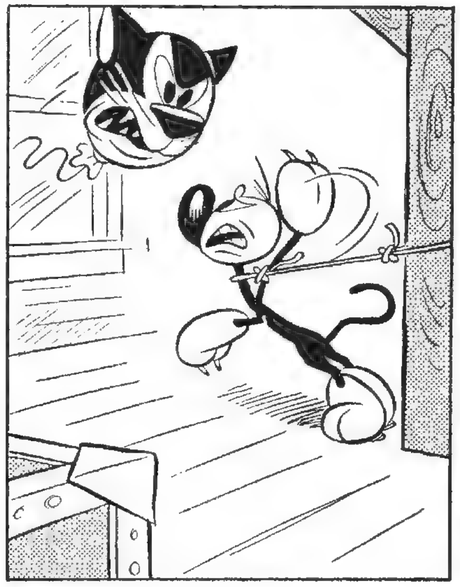
WOW!
PWOW!
WALT DISNEY

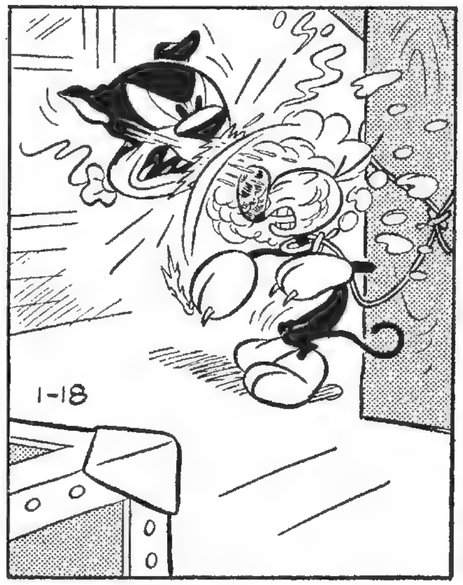
GREAT! WHOEVER'S TRYING TO GET PFLIP WON'T RECOGNIZE HIM NOW!
PHOPE PNOT!
SPPPTT!
!

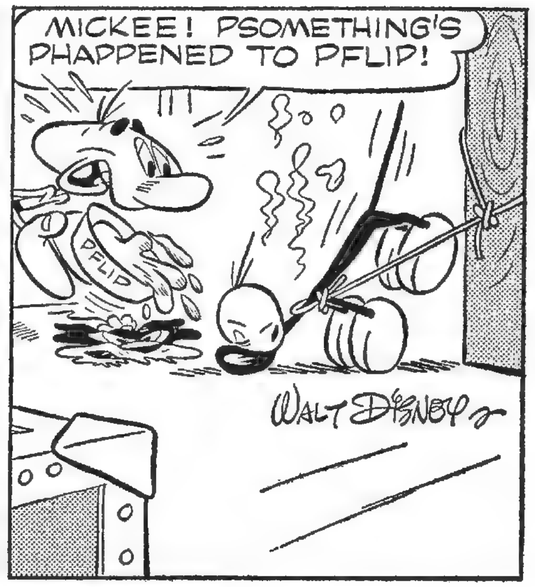
PFLIP!
COME BACK HERE!
PGRRR!
1-17

WELL, THERE GOES HIS DISGUISE!
WALT DISNEY

THERE! PFLIP'LL BE SAFE HERE FROM WHOEVER'S OUT TO GET HIM!
I'LL PFETCH PHIM PSOME PDINNER!

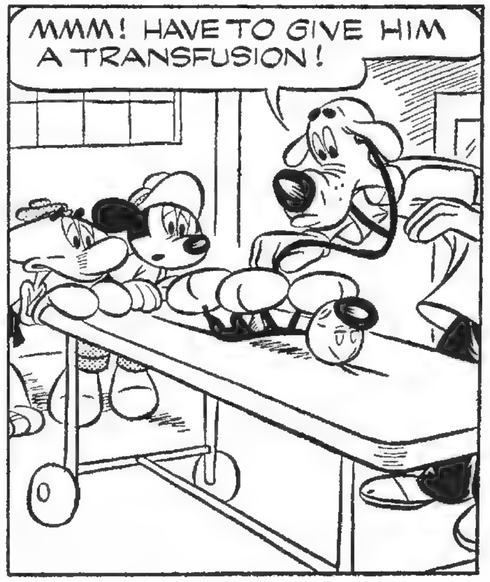



1-18

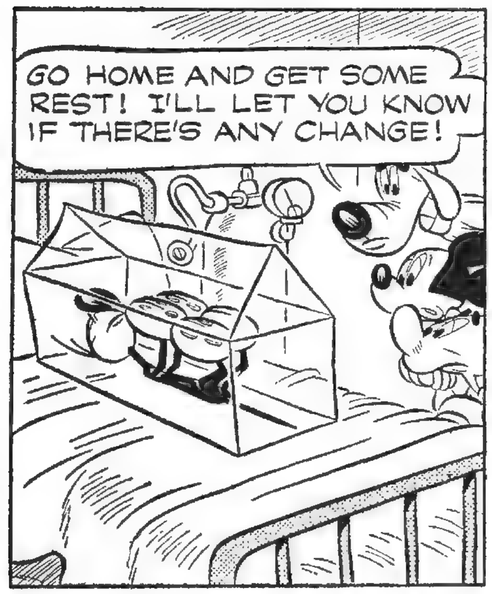

MICKEE! PSOMETHING'S PHAPPENED TO PFLIP!
PFLIP
WALT DISNEY

PFLIP! PSPEAK TO PME!
GET AN AMBULANCE RIGHT AWAY, DOC!

WEEEOOOOOEEEE
PET HOSPITAL AMBULANCE
1-19

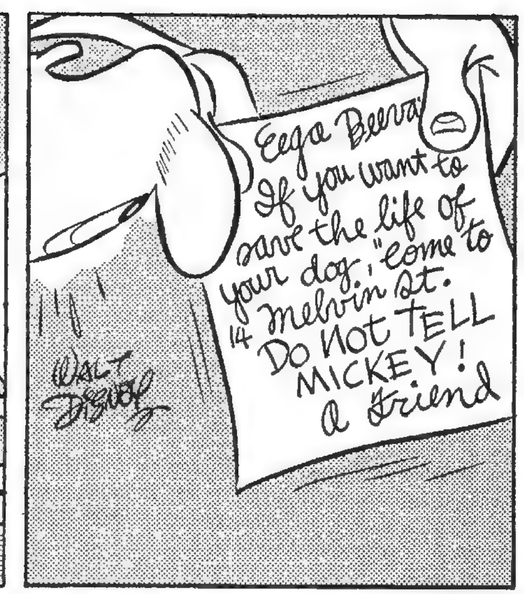

MMM! HAVE TO GIVE HIM A TRANSFUSION!

GIVE HIM THE BEST YOU'VE GOT, PLUTO!
WALT DISNEY

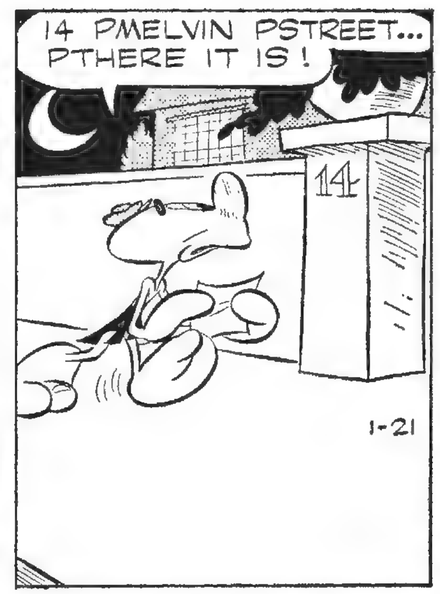

GO HOME AND GET SOME REST! I'LL LET YOU KNOW IF THERE'S ANY CHANGE!

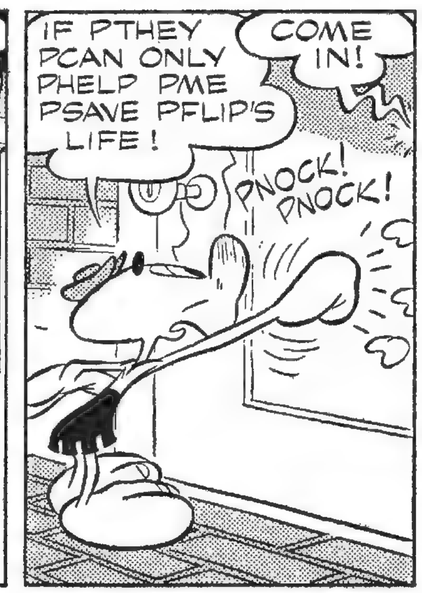
DON'T WORRY, EEGA BEEVA ... PFLIP WILL PULL THROUGH SOMEHOW!
PLOK!
1-20

PHUH?
Eega Beeva: If you want to save the life of your dog, "come to 14 Melvin St." DO NOT TELL MICKEY! A friend


Eega Beeva If you want to save the life of your dog, "come to 14 Melvin St. DO NOT TELL MICKEY! A friend
WALT DISNEY

YOU'RE GOING OUT AGAIN?
PYES... I PCAN'T PSLEEP!


14 PMELVIN PSTREET... PTHERE IT IS!
14
1-21

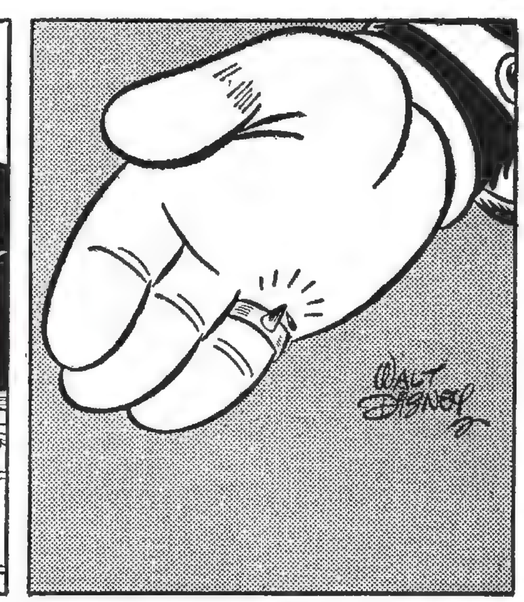

IF PTHEY PCAN ONLY PHELP PME PSAVE PFLIP'S LIFE!
COME IN!
PNOCK! PNOCK!

PYOU PSENT FOR PME?
YES... I'M PEG-LEG PETE! A VERY OLD AND DEAR FRIEND OF MICKEY MOUSE!
WALT DISNEY

PYOU PSAY.. PSNIFF.. PYOU'RE AN OLD PFRIEND OF MICKEE'S?
BOSOM PALS!
1-22

PEXCUSE ME... PSNIFF... I PHAVE A PHEAD PCOLD!
TOO, BAD!

WELL, ANY FRIEND OF MICKEY'S IS A PAL O' MINE!


WALT DISNEY

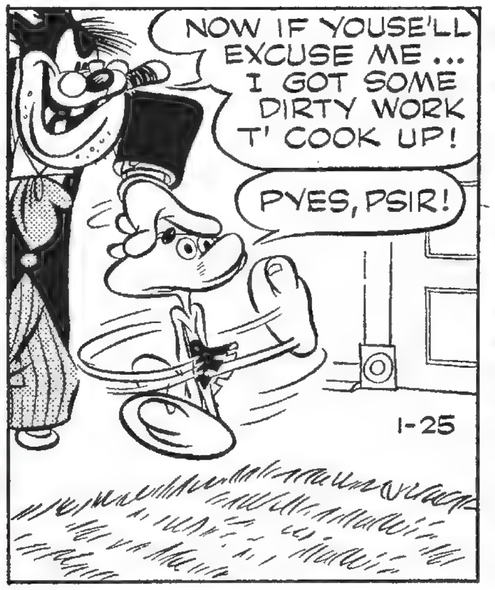
SHAKE HANDS!
PSURE! ANY PFRIEND OF MICKEE'S IS A PFRIEND OF PMINE!

ME AN' MICKEY WUZ ALWAYS VERY DEAR BUDDIES!
1-24

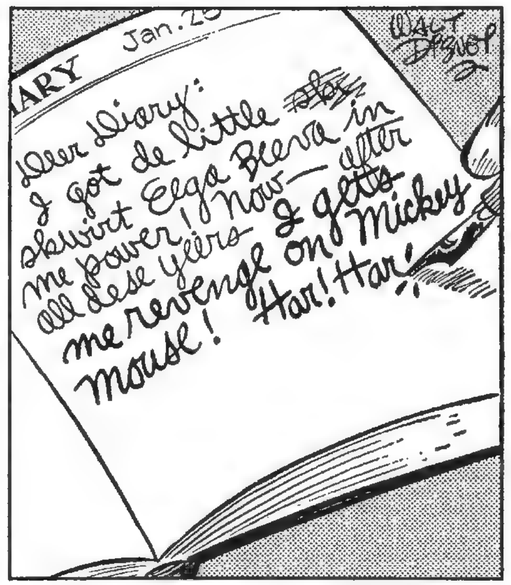
PSOMETHING PSTUCK PME!
OH... IT'S NOTHIN'...

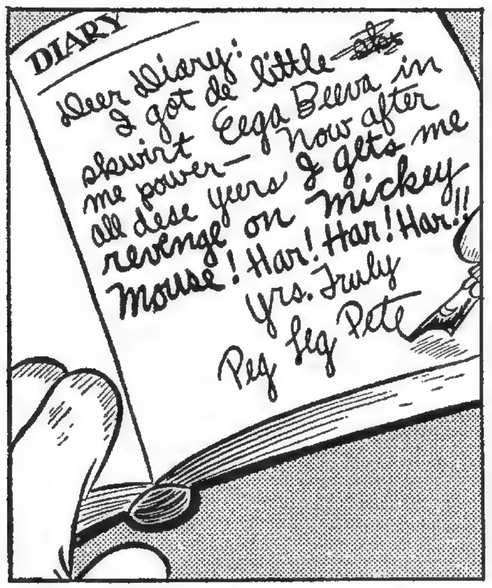
JUST A LITTLE, SPECIAL SERUM DAT'LL MAKE YOUSE DO WHAT I WANT YOUSE TO!
WALT DISNEY

I PFEEL PFUNNY!
IT'S JUST D' SERUM DAT DESTROYS YOUR WILL T' T'INK!
I'M GONNA DO YOUR T'INKIN' FROM NOW ON!

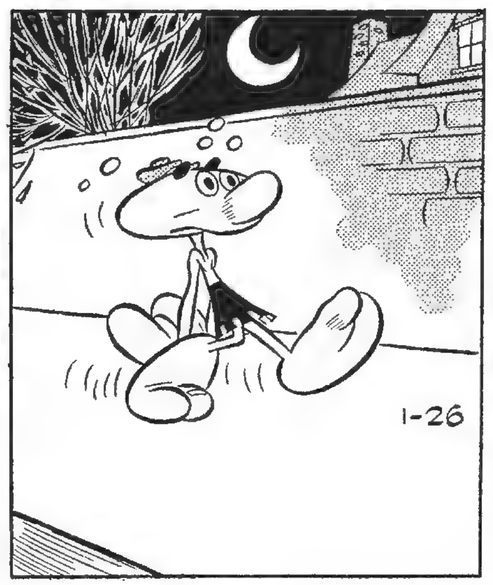

NOW IF YOUSE'LL EXCUSE ME... I GOT SOME DIRTY WORK T' COOK UP!
PYES, PSIR!
1-25

YOUSE'LL BE SEEIN' ME SHORTLY!
PYES, PSIR!


WALT DISNEY
ARY
Jan. 28
Dear Diary:
I got de little
skwirt Eega Beeva in
me power! Now after
all dese years I gets me
revenge on Mickey
mouse! Har! Har!


DIARY
Dear Diary:
I got de little
skwirt Eega Beeva in
me power— Now after
all dese yers I gets me
revenge on Mickey
mouse! Har! Har! Har!!
Yrs. Truly
Peg Leg Pete

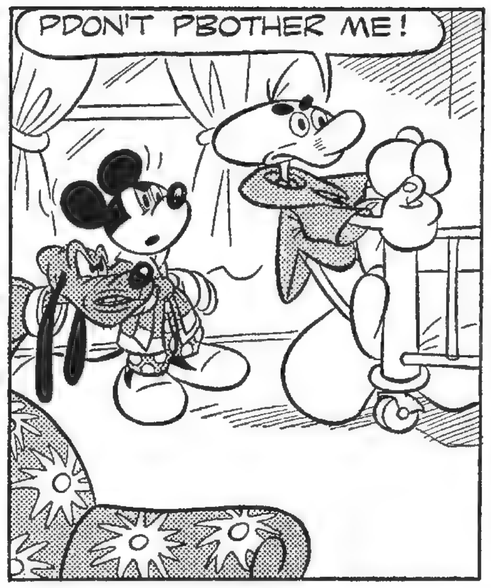
YOUR LAUGHIN' DAYS IS ABOUT OVER, ME BUCKO!


1-26

GRRRR!
WHAT'S THE MATTER WITH YOU, PLUTO? IT'S EEGA BEEVA! YOU NEVER GROWLED AT HIM BEFORE!
WALT DISNEY

GOSH, EEGA BEEVA... WHERE'VE YOU BEEN? PLUTO AND I WERE WORRIED ABOUT YOU!
GRRRR!

WHAT'S THE MATTER, EEGA ? ... WHY DON'T YOU SAY SOMETHING ?
GRR!
1-27


PDON'T PBOTHER ME!

WHAT'S THE MATTER WITH EEGA BEEVA? HE NEVER ACTED LIKE THIS BEFORE!
WALT DISNEY
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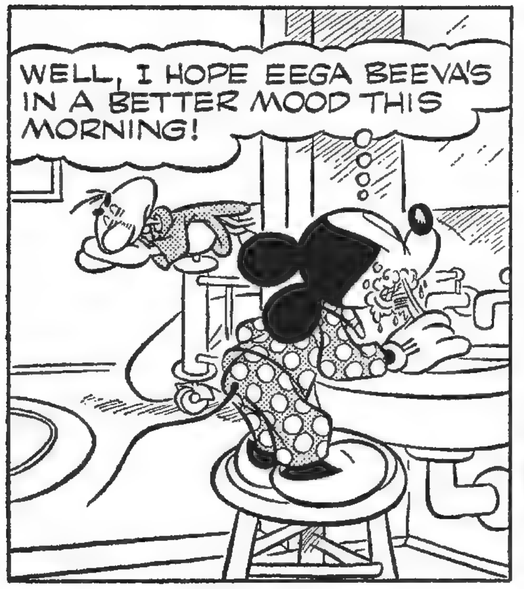
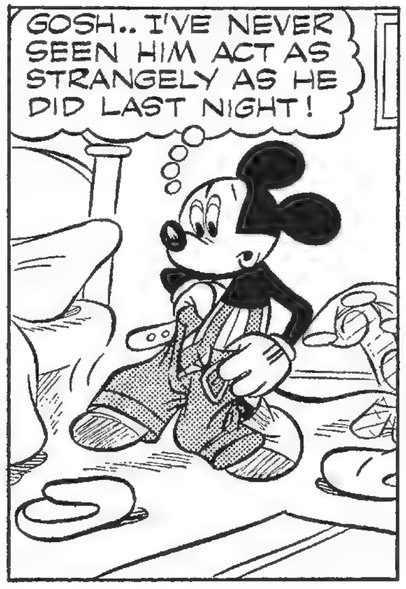
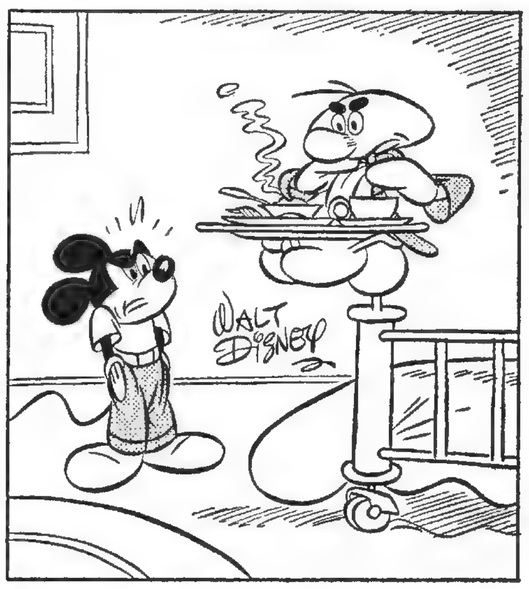
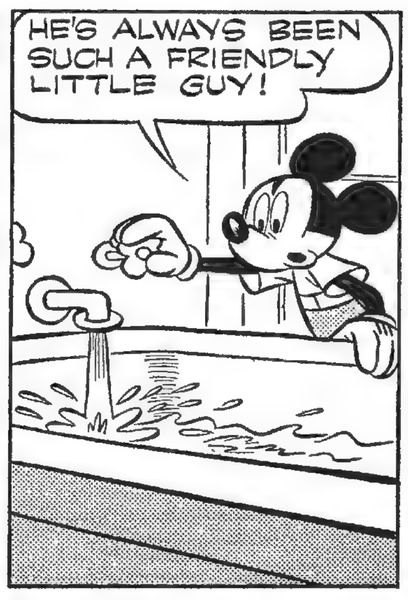

WELL, I HOPE EEGA BEEVA'S IN A BETTER MOOD THIS MORNING!


GOSH.. I'VE NEVER SEEN HIM ACT AS STRANGELY AS HE DID LAST NIGHT!

WAKE UP, EEGA BEEVA! TIME TO GO DOWN FOR BREAKFAST!
PNAW! I PWANT PBREAKFAST IN PBED PTHIS PMORNING!
1-28

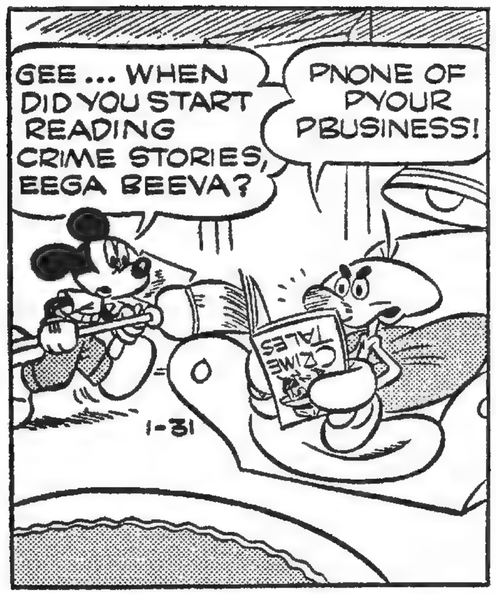

WALT DISNEY

IS ANYTHING THE MATTER, EEGA BEEVA? YOU'RE SURE ACTING QUEER!
PNONE OF PYOUR PBUSINESS! PDRAW PMY PBATH!
1-29


HE'S ALWAYS BEEN SUCH A FRIENDLY LITTLE GUY!

PNOW PBLOW UP PMY PTOYS... AND PBRING THEM PHERE!

EEGA BEEVA... I THINK YOU AND I ARE GOING TO HAVE A NICE, LONG CHAT!
WALT DISNEY


GEE ... WHEN DID YOU START READING CRIME STORIES, EEGA BEEVA?
PNONE OF PYOUR PBUSINESS!
CRIME TALES
1-31

GOSH! WHAT'S COME OVER EEGA BEEVA? HE... NOW WHAT ...?

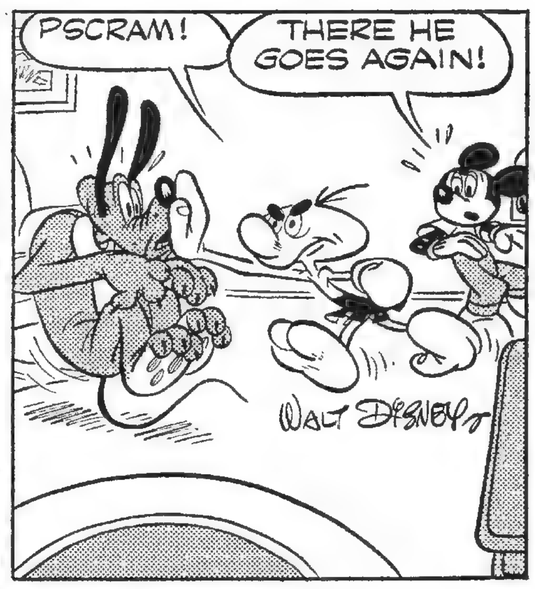
HEY! HEY... STOP IT!

WHAT'S HAPPENING TO EVERYONE IN THIS HOUSE?
PGRR!
GRR!
WALT DISNEY

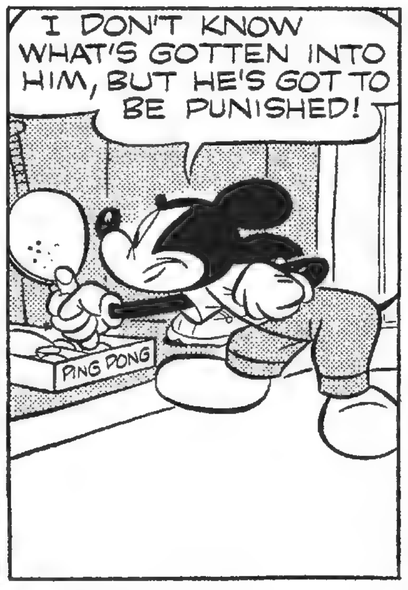
PGEE... PMY PHEAD.. I PFEEL PFUNNY!
YOU'VE BEEN ACTING VERY STRANGE, EEGA!
RINGG

I'M PSORRY, PLUTO! I PDIDN'T PMEAN TO BE PNASTY!
PHONE FOR YOU, EEGA! THE VOICE SOUNDS KIND OF FAMILIAR ...
2-1

DON'T FORGET, EEGA BEEVA... YOU DOES WHAT I SAYS! YER WORKIN' FER ME!


PSCRAM!
THERE HE GOES AGAIN!
WALT DISNEY

THAT SETTLES IT, PLUTO! EVEN EEGA BEEVA ISN'T GOING TO SHOVE YOU AROUND!
2-2


I DON'T KNOW WHAT'S GOTTEN INTO HIM, BUT HE'S GOT TO BE PUNISHED!
PING PONG

WHAT HE NEEDS IS A GOOD PADDLING!
WALT DISNEY

GUESS I'LL HAVE TO PUNISH HIM SOME OTHER WAY!

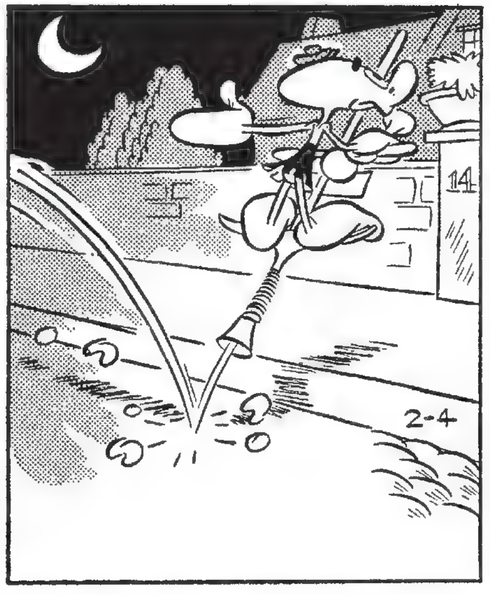
EEGA?
PWHAT?

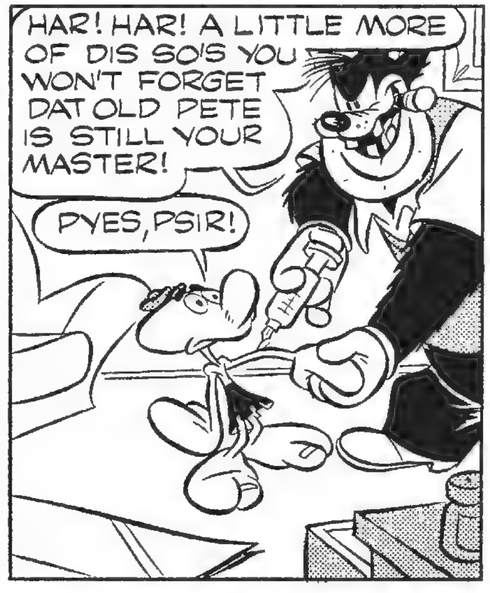
COULD YOU DROP BY THE DRUGSTORE AND... ?
PNAW! I'M PBUSY!
2-3

HE MUST BE SICK OR SOMETHING!

GAWRSH...WHAT'S THE MATTER WITH HIM?
I WISH I KNEW!

I WISH I KNEW WHAT'S COME, OVER EEGA!


2-4

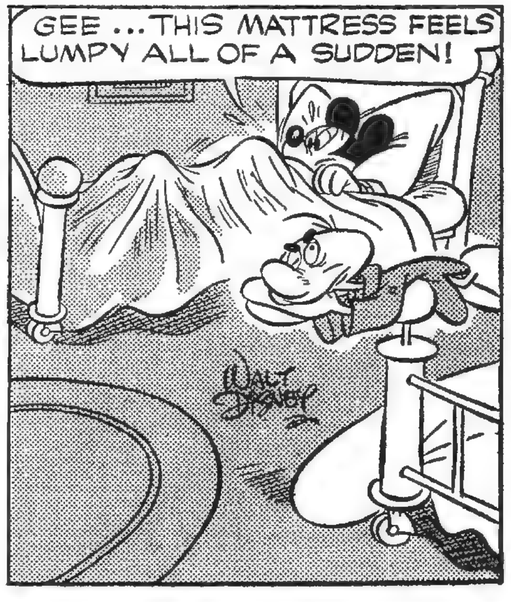

HAR! HAR! A LITTLE MORE OF DIS SO'S YOU WON'T FORGET DAT OLD PETE IS STILL YOUR MASTER!
PYES, PSIR!

NOW WHEN YOUSE GETS BACK TO MICKEY'S HOUSE...TAKE DESE JOOLS AND... BZZZ ...MMBLE..!
PYES, PSIR!

NOW YOU TAKE DESE STOLEN JOOLS AN'... MBLE.. BZZ...
PYES, PSIR!

HI, EEGA! I WAS JUST STARTING TO WORRY ABOUT YOU!
PFORGET IT!
2-5

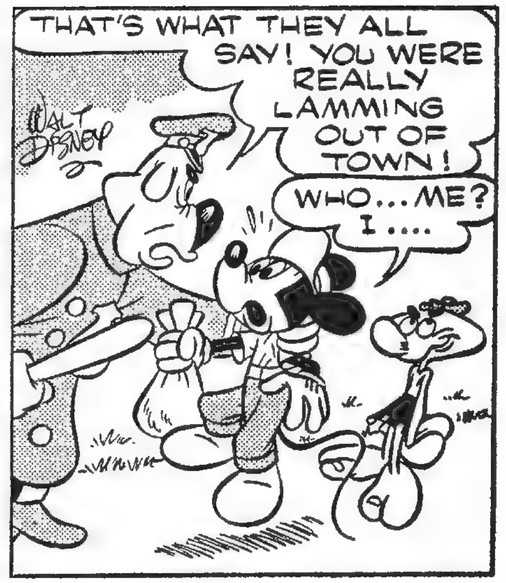
MY...YOU SEEM IN GOOD SPIRITS, MR. PETE!
JUST TINKIN' OF A TRICK I'M PLAYIN' ON AN OLD FRIEND O' MINE!


GEE ...THIS MATTRESS FEELS LUMPY ALL OF A SUDDEN!

MY GOSH! JEWELS! HOW DID THEY GET HERE ?

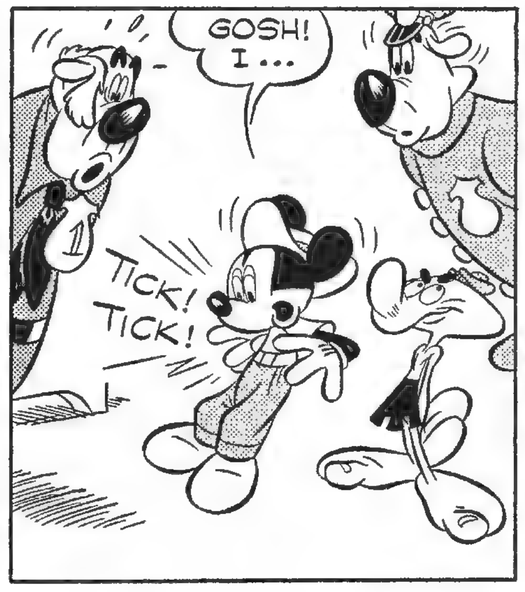
I'VE GOT TO TAKE THESE TO THE POLICE RIGHT AWAY !
2-7

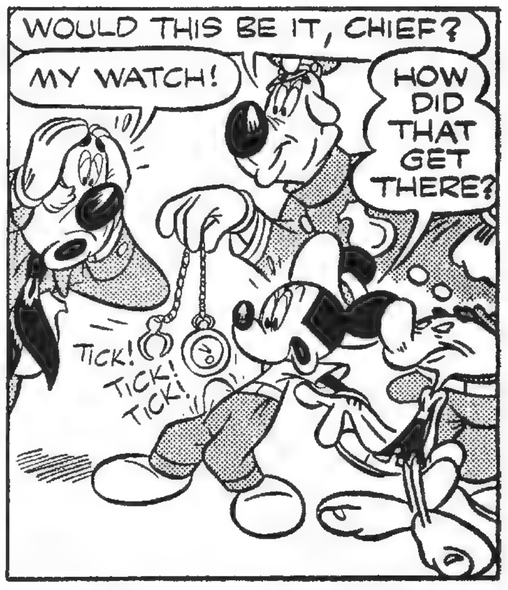
WHAT'S YOUR HURRY, BUDDY?
HEH.. S-STOLEN JEWELS! I WAS JUST TAKING THEM DOWN TO THE POLICE STATION!

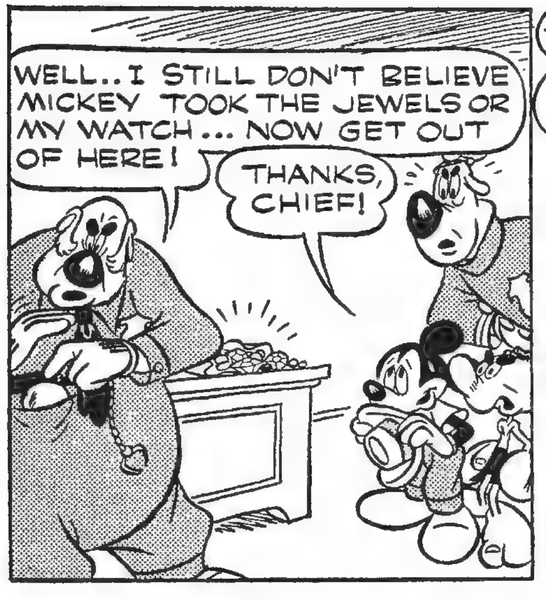

THAT'S WHAT THEY ALL SAY! YOU WERE REALLY LAMMING OUT OF TOWN!
WHO... ME? I....

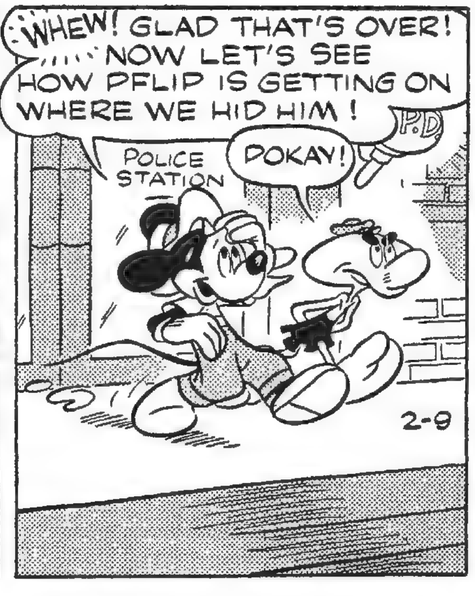
MICKEY MOUSE STEALING JEWELS? THAT'S RIDICULOUS!
GEE... THANKS, CHIEF!

CASE DIS... HEY! WAIT A MINUTE! MY WATCH IS GONE!
2-8


GOSH! I...
TICK! TICK!

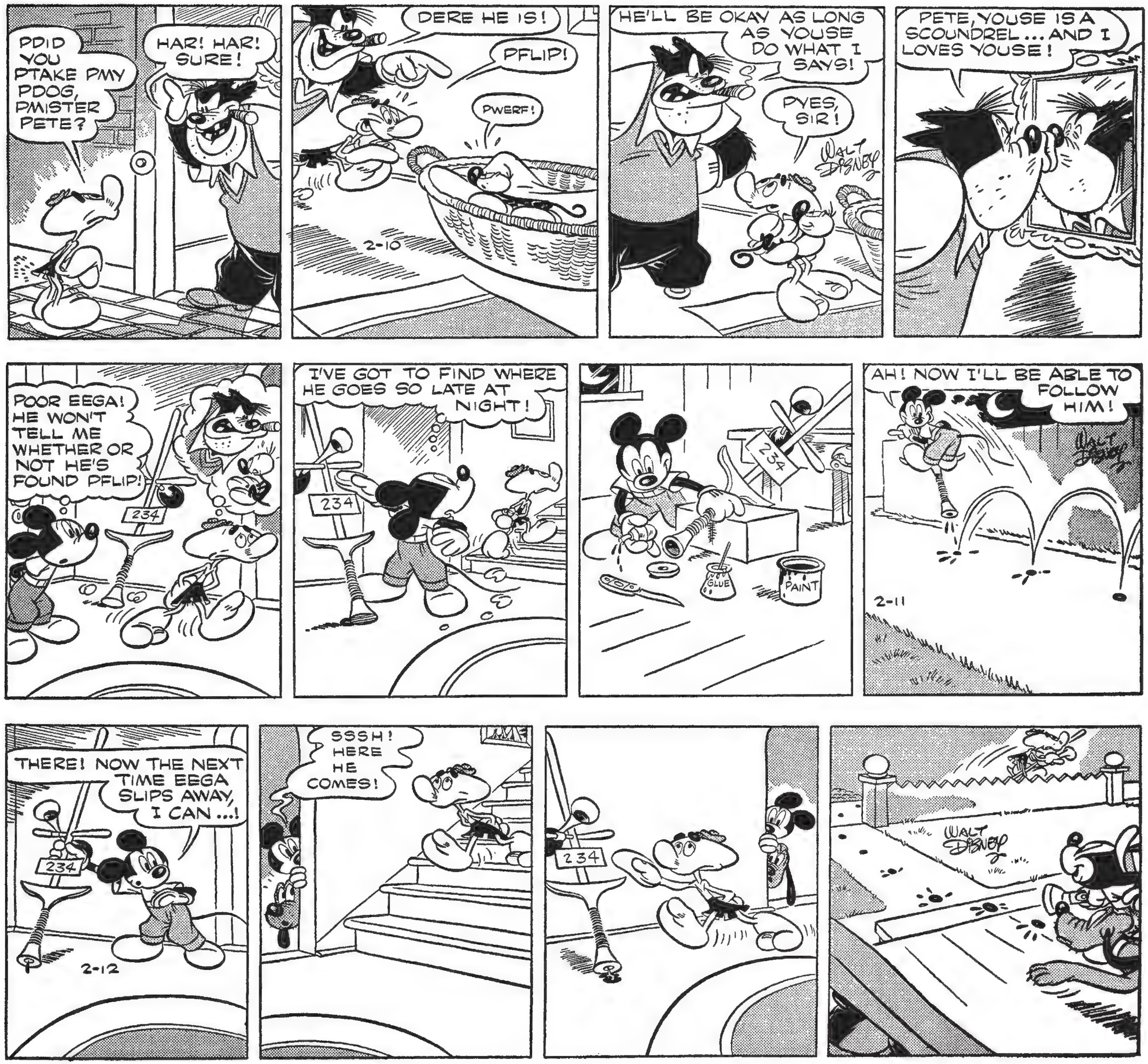

WOULD THIS BE IT, CHIEF?
MY WATCH!
HOW DID THAT GET THERE?
TICK! TICK! TICK!


WELL.. I STILL DON'T BELIEVE MICKEY TOOK THE JEWELS OR MY WATCH... NOW GET OUT OF HERE!
THANKS, CHIEF!


WHEW! GLAD THAT'S OVER! NOW LET'S SEE HOW PFLIP IS GETTING ON WHERE WE HID HIM!
POLICE STATION
OKAY!
2-9

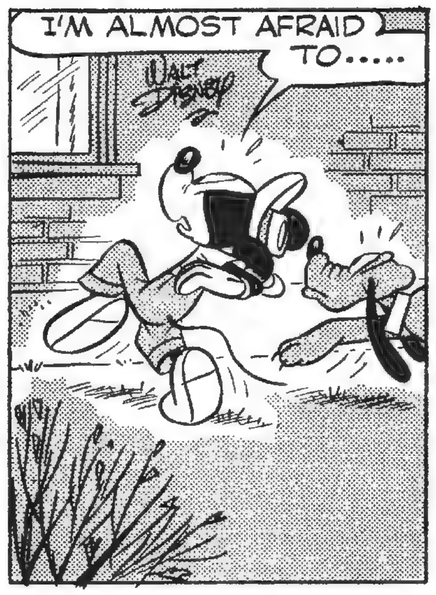
YOU MEAN PFLIP'S DISAPPEARED?
I-I DON'T KNOW HOW... BUT HE'S GONE...!

WELL, DOCTOR, I... HEY!
NOW EEGA BEEVA'S GONE, TOO!

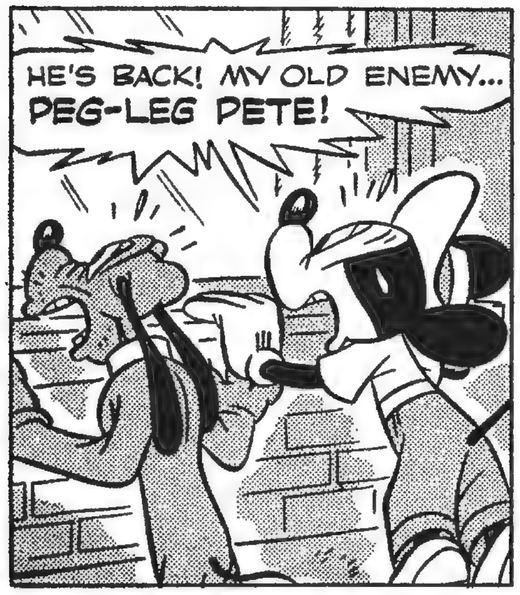

PDID YOU PTAKE PMY PDOG, PMISTER PETE?
HAR! HAR! SURE!
DERE HE IS!
PFLIP!
PWERF!
2-10
HE'LL BE OKAY AS LONG AS YOUSE DO WHAT I SAYS!
PYES, SIR!
WALT DISNEY
PETE, YOUSE IS A SCOUNDREL... AND I LOVES YOUSE!
POOR EEGA! HE WON'T TELL ME WHETHER OR NOT HE'S FOUND PFLIP!
234
I'VE GOT TO FIND WHERE HE GOES SO LATE AT NIGHT!
234
234
GLUE
PAINT
AH! NOW I'LL BE ABLE TO FOLLOW HIM!
WALT DISNEY
2-11
THERE! NOW THE NEXT TIME EEGA SLIPS AWAY, I CAN...!
234
2-12
SSSH! HERE HE COMES!
234
WALT DISNEY

WITH THAT PAINT ON EEGA BEEVA'S POGO STICK, I CAN FOLLOW HIM NOW....

...AND FIND OUT WHO'S MAKING HIM ACT SO ODD LATELY!
14
2-14


I'M ALMOST AFRAID TO.....

PEG-LEG PETE!


HE'S BACK! MY OLD ENEMY... PEG-LEG PETE!

ME LITTLE PAL, EEGA BEEVA! WE'RE GONNA DO BIG T'INGS TOGEDDER... YOUSE AN' ME!

GOSH... EEGA BEEVA AND PETE SEEM TO BE BUDDIES!

AND ALL THE TIME I THOUGHT EEGA BEEVA WAS MY FRIEND!
WUFF....
2-15

TO THINK THAT EEGA BEEVA TURNS OUT TO BE THE PAL OF MY WORST ENEMY...
MMMHH?

THERE'S NOTHING I CAN DO NOW.. I .... HUH?
WERF!

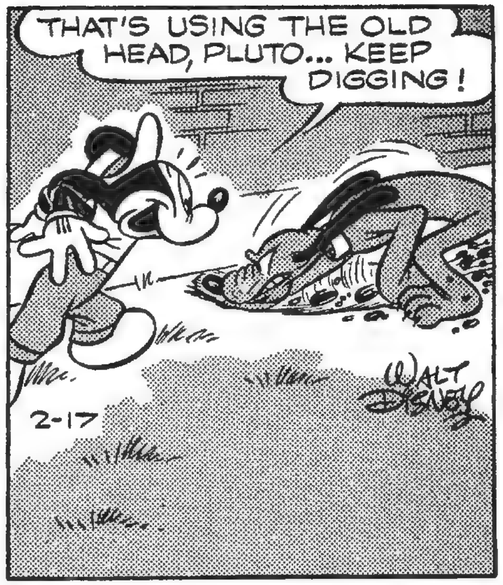
DON'T FORGET... D' POOCH'S LIFE DEPENDS ON YOU!
PYESSIR!
2-16

NOW I GET IT! EEGA HAS TO DO WHAT PETE SAYS TO SAVE PFLIP! GOOD BOY, PLUTO!
UMMM!

NOW, EEGA BEEVA, YOUSE AND ME WILL TALK BUSINESS!
POKAY!

DIS IS MY DEN WHERE I DOES MY HEAVY T'INKIN'!
ALCATRAZ
SING SING
STATE PEN.
PNICE!
LEAVENWOR

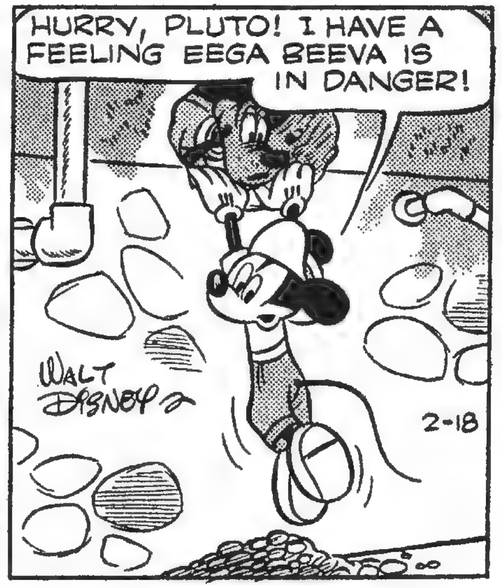
NOW...HOW CAN I GET IN TO HELP EEGA BEEVA?


THAT'S USING THE OLD HEAD, PLUTO... KEEP DIGGING!
WALT DISNEY
2-17

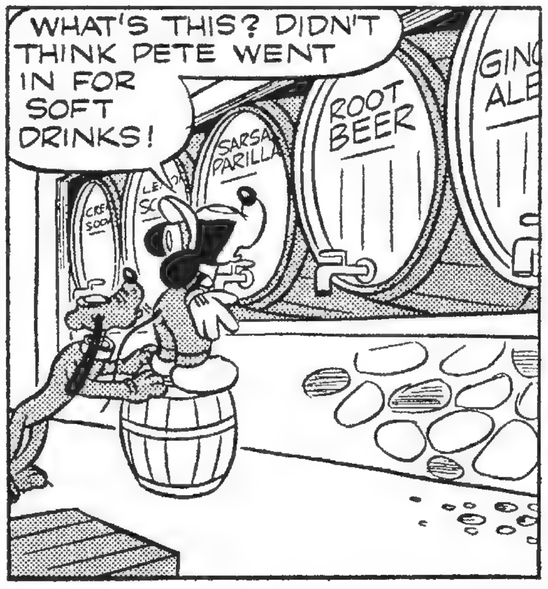
NOW DAT WE UNDERSTAND EACH OTHER... I WANT YOUSE TO BRING MICKEY HERE!
PYESSIR!

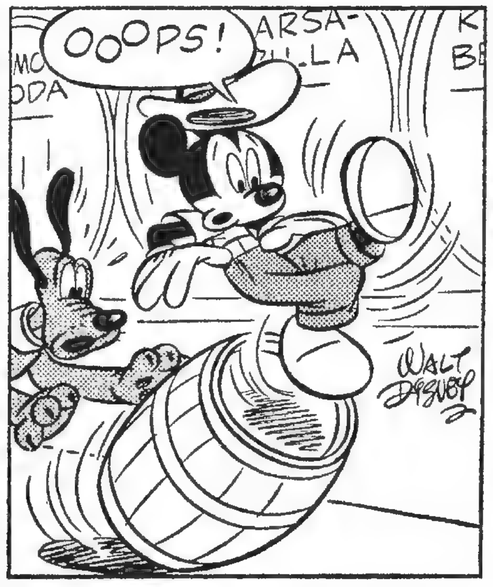
ME AND HIM GOT A FEW T'INGS TO TALK ABOUT!

PYOU'RE GOING TO PHURT MICKEE?
NAW! WHAT MAKES YOU T'INK DAT?
LEAV
PLOCK!


HURRY, PLUTO! I HAVE A FEELING EEGA BEEVA IS IN DANGER!
WALT DISNEY
2-18

IN AT LAST! HOPE PETE DIDN'T HEAR US!
2-19

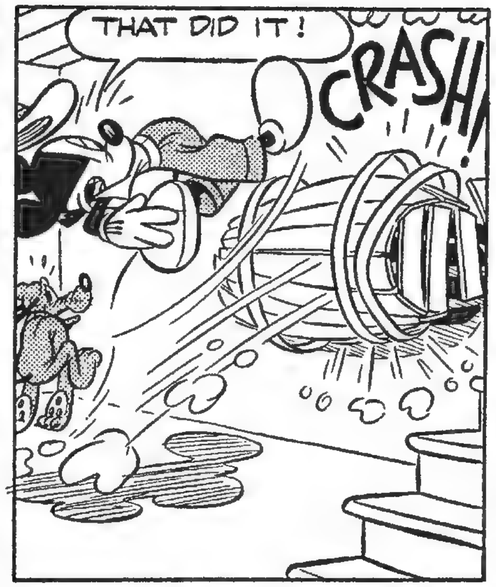

WHAT'S THIS? DIDN'T THINK PETE WENT IN FOR SOFT DRINKS!
ROOT BEER

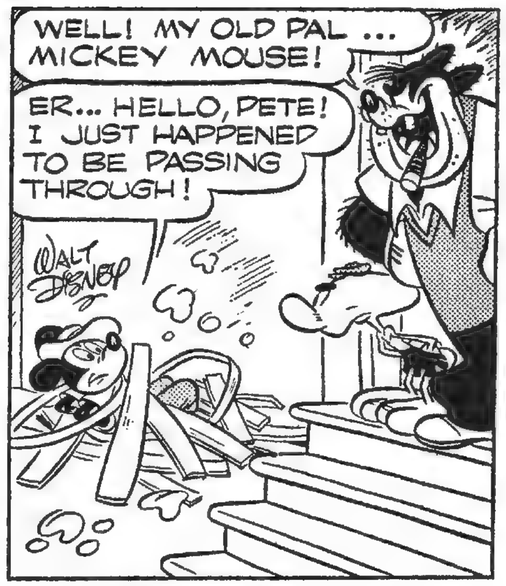

OOOPS!
WALT DISNEY

DID YOUSE HEAR SOMETHING IN THE CELLAR?
PCOULD PBE!

ROOT BEER
SSSH!
2-21

PMICE ?
NO .... A MOUSE!


THAT DID IT !
CRASH!

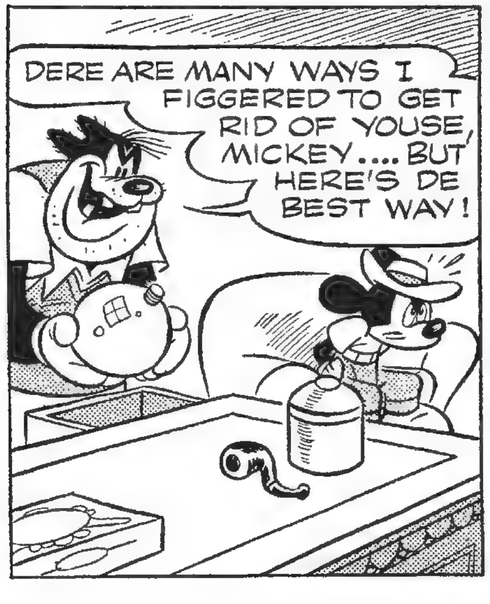

WELL! MY OLD PAL ... MICKEY MOUSE!
ER... HELLO, PETE! I JUST HAPPENED TO BE PASSING THROUGH!
WALT DISNEY

HAR! HAR! WE MEETS AGAIN, MICKEY MOUSE.... FOR DE LAST TIME!
GUESS YOU GOT ME, PETE!

HAVE A SEEGAR!
NO, THANKS!
WALT DISNEY

GO ON! HAVE SOME! HAR! HAR!
2/22

HAVE A LIGHT, LITTLE PAL! HAR! HAR!


DERE ARE MANY WAYS I FIGGERED TO GET RID OF YOUSE, MICKEY.... BUT HERE'S DE BEST WAY!

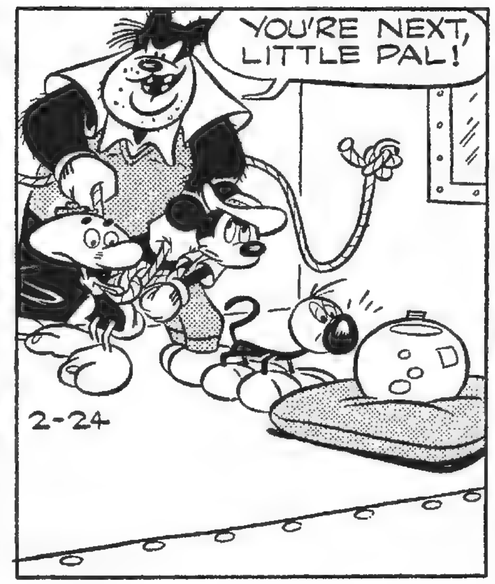
NOW IF YOUSE'LL EXCUSE ME FER A MINUTE ...? KEEP YER EYE ON HIM, EEGA BEEVA!
PSURE!

A LITTLE "SARSAPARILLA" ... AN' A LITTLE "ROOT BEER" ... HAR! HAR!
ROOT BEER
WALT DISNEY

EEGA BEEVA .. NO MATTER WHAT HAPPENS ... I DON'T BLAME YOU! I KNOW PETE'S GOT YOU IN HIS POWER!
PQUIET, PLEASE!
2-23

NOW, LITTLE PAL... BRING MICKEY AN' D' POOCH!
STATE PEN

TIE HIS HANDS, LITTLE PAL!
PYESSIR!


YOU'RE NEXT, LITTLE PAL!
2-24

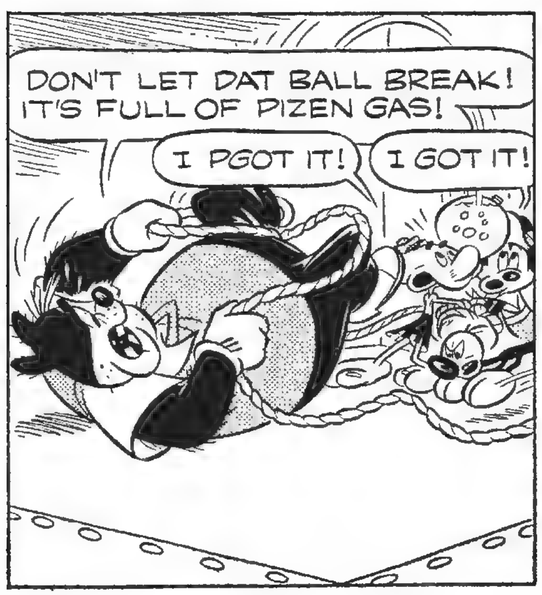
AN' DIS'LL BREAK D' SPELL YOUSE IS BEEN UNDER, LITTLE PAL!
WALT DISNEY

NOW YOUSE'LL BE ABLE TO ENJOY WHAT'S GONNA HAPPEN! HAR! HAR!
MICKEE!

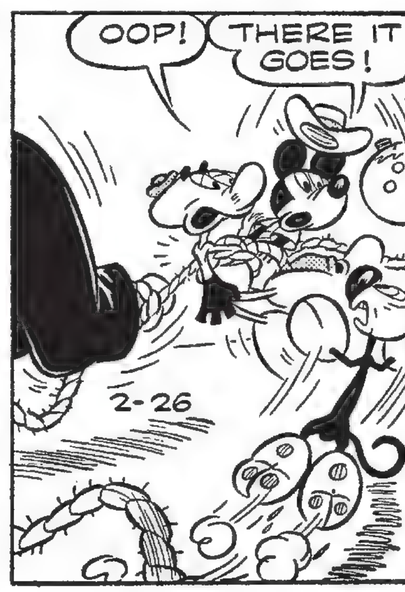
NOW, DEN.. OLD PETE'S GOT A LOVELY PIZEN GAS IN DIS BALL!

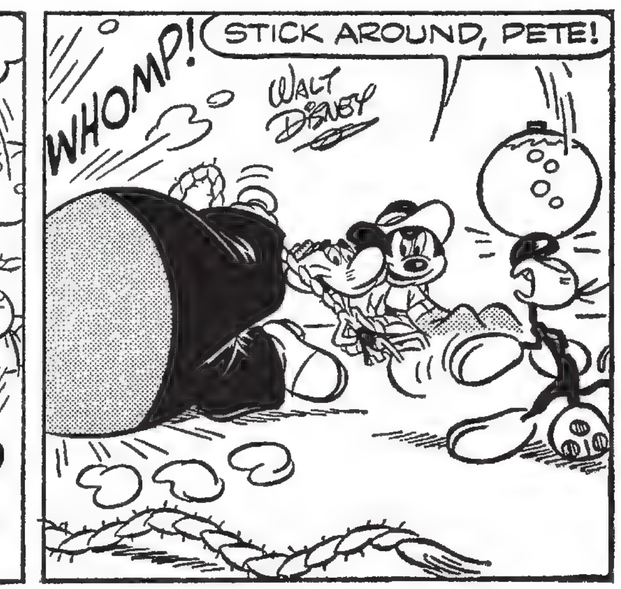
I TOSSES IT UP IN DE AIR ... SEE? I TURNS FER D' DOOR ... SEE? ... AN' ...

...I STARTS TO RUN.. AN'... HEY!
I PGOT IT!
I GOT IT!
WALT DISNEY
2-25

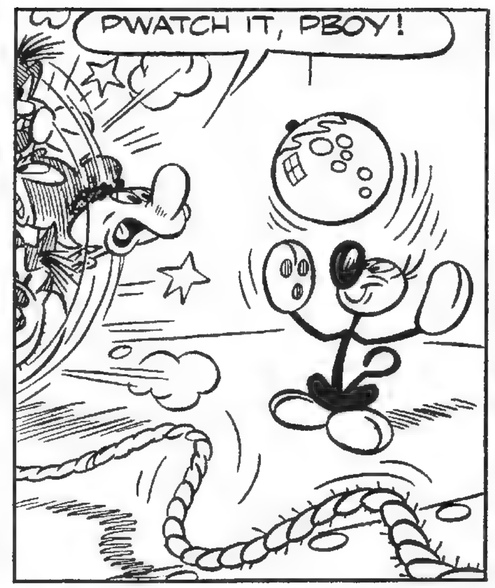

DON'T LET DAT BALL BREAK! IT'S FULL OF PIZEN GAS!
I PGOT IT!
I GOT IT!

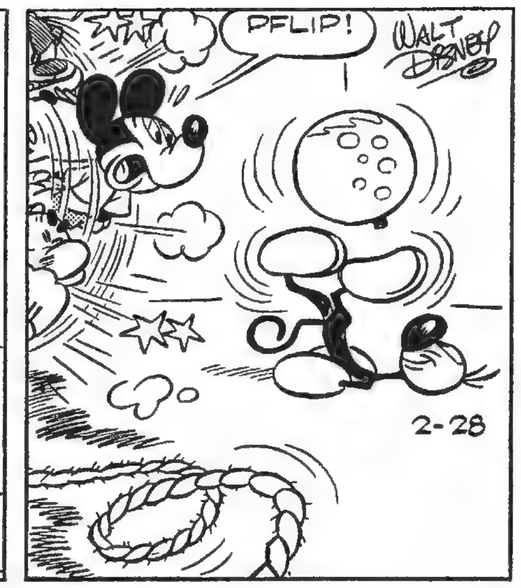
HELP! I'LL BE MOIDERED! STOP IT!

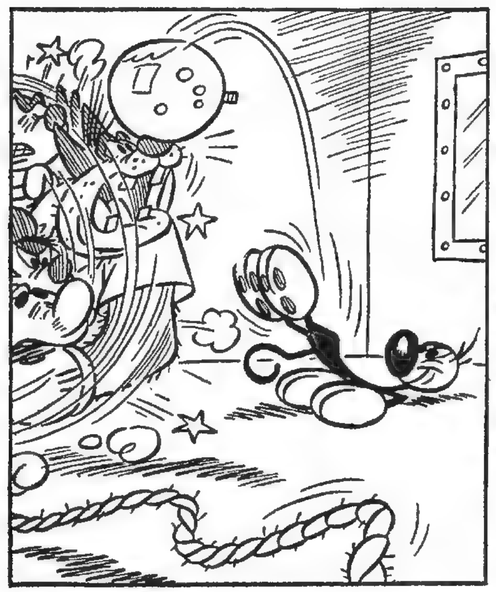

OOP!
THERE IT GOES!
2-26


WHOMP!
STICK AROUND, PETE!
WALT DISNEY

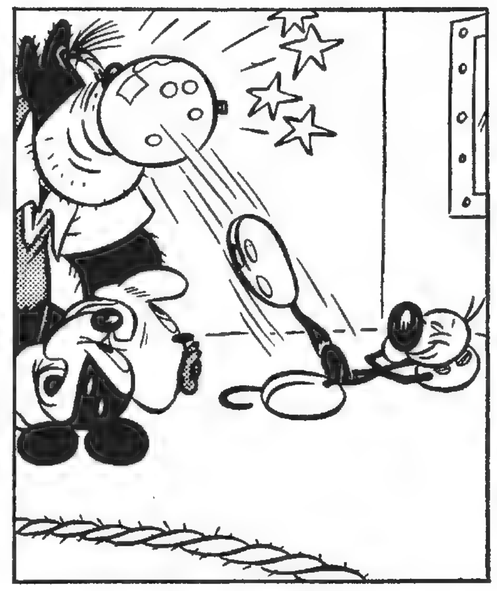
POOCH ... TAKE IT EASY! DAT'S FILLED WIT' PIZEN GAS!

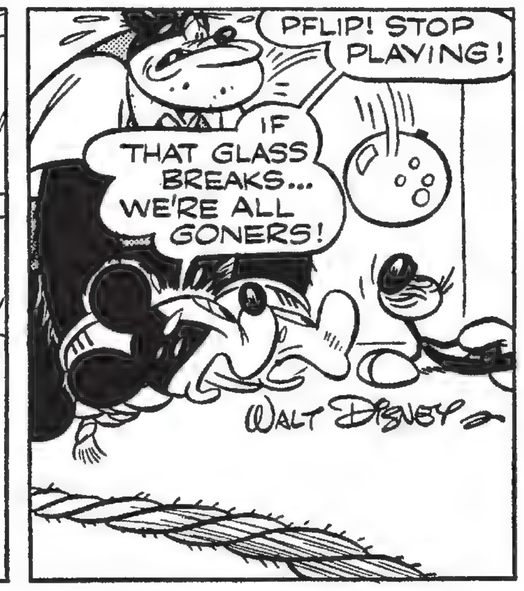

PWATCH IT, PBOY!


PFLIP!
WALT DISNEY
2-28



3-1




PFLIP! STOP PLAYING!
IF THAT GLASS BREAKS... WE'RE ALL GONERS!
WALT DISNEY

GOOD BOY, PFLIP! DON'T LET IT FALL... PLEASE!

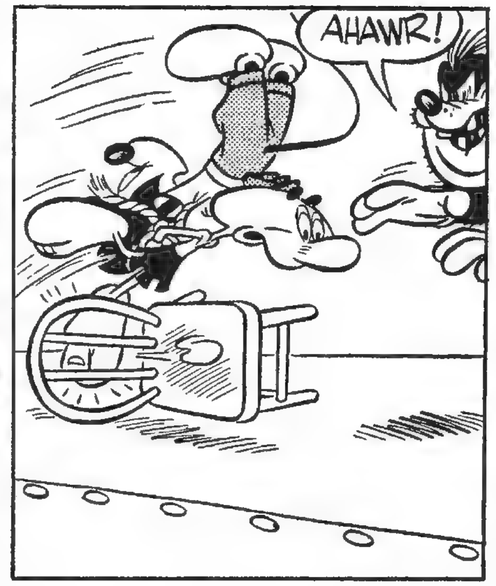
RRRRRR!
WALT DISNEY
3-2

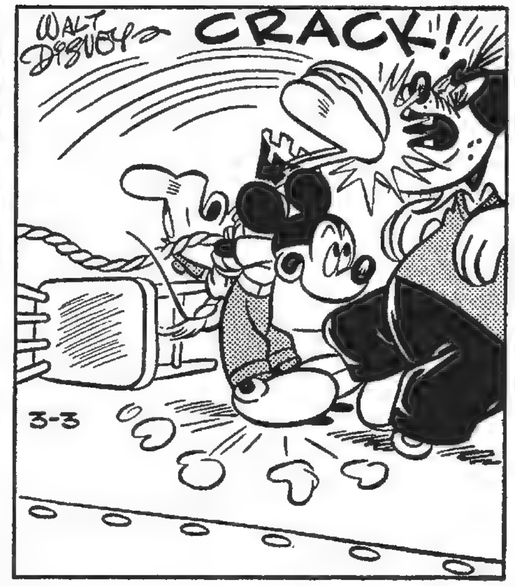
I'LL GET YOUSE FOR THIS!
HEY!

OKAY, PETE ... PUT 'EM UP!

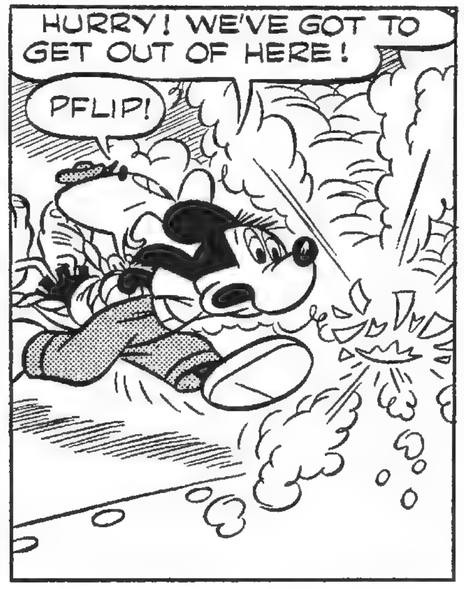
PNICE PWORK, MICKEE!
OOOF!

TAKE DAT!


AHAWR!


WALT DISNEY
CRACK!!
3-3

WELL... I GUESS WE...
PLOOK OUT! THE POISON PGAS!
3-4


HURRY! WE'VE GOT TO GET OUT OF HERE!
PFLIP!

GEE... PETE'S IN THERE! HE'LL BE KILLED!
PFLIP!

FLIP!
PGOSH!
PWOOF!
WALT DISNEY

NOW TO GET HIM TO THE POLICE STATION!

HERE HE IS, SARGE... YOU'LL GET A FULL CONFESSION FROM PETE!
GREAT!

AS A TYKE OF SEVEN YEARS I PULLED ME FIRST JOB... D' FOIST NATIONAL BANK....
WALT DISNEY
3-5

THREE DAYS LATER.
...DEN AT D' AGE OF SIXTEEN... AFTER D' TRAIN ROBBERY... I BEGAN T' BRANCH OUT...!

PLANET OF THE AINTS

-AND-

ITCHING GULCH

MARCH 7, 1949

–

OCTOBER 22, 1949

ONE SMALL STEP FOR A MOUSE—ONE GIANT LEAP FOR WALSH'S MIND!

In 1943, writer Bill Walsh blew into Floyd Gottfredson's *Mickey Mouse* daily newspaper strip with an epic gust of imaginative energy—sweeping the Mouse to new heights of adventure and fancy! A survey of prior volumes in this series reveals the many creative high points of Walsh's tenure: "The Nazi Submarine" and "Mickey Mouse on a Secret Mission" (an unprecedented pair of tales featuring wartime foes), "The 'Lectro Box," "The Pirate Ghostship," "The World of Tomorrow," "The House of Mystery," "The Man of Tomorrow" (introducing Mickey's companion from the year 2447, Eega Beeva), and "The Atombrella and The Rhyming Man." At this point in the strip's run, one could make the argument that Walsh had supplanted Gottfredson as the "star creator"—or, at the very least, become the driving force of the feature.

Following this period—which spanned 1943-1948, and took Mickey from World War II to realms of postwar science fiction and even gothic horror—what else was Walsh to do? Why, send the Mouse into outer space, of course! Today, any fictional adventure character worth his or her salt has traveled through space; and Mickey was no exception, be it via the vision of classic 1960s-era comic book artist Paul Murry, or the modern Mouse comics master Andrea "Casty" Castellan. But what would seem to be Mickey's *first* space voyage came courtesy of Walsh and Gottfredson—and a homemade craft constructed by "future-man" Eega Beeva, in the 1949 story titled "Planet of the Aints"!

In keeping with the out-of-this-world subject matter, Bill Walsh let his wonderfully bizarre imagination soar, piling-on one utter absurdity after another. How about a jelly-like layer of semi-solid material completely surrounding the Earth? Or stars placed between the Earth and the Moon, moving in vehicular traffic patterns? Our story moves full-forward-thrust toward a planet with a *face*—which is home to humans *without* faces, subjugated by a race of evolved animals! And all this hiding behind our li'l old Moon. There's even an explicit parallel to Pocahontas, but with a decided Tex Avery-esque twist.

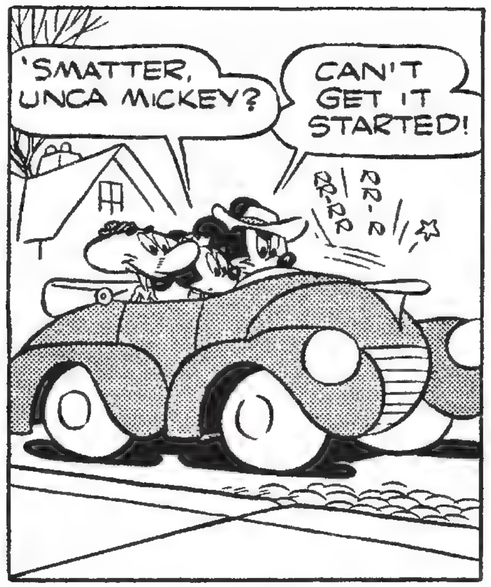
One might easily draw comparisons between "Planet of the Aints" and products of pop culture past and future, such as the unceasing parade of absurd creatures in the classic Looney Tunes cartoon *Porky in Wacky-land* (1938) and the sci-fi film *Planet of the Apes* (1968), with humans under the domination of intelligent and brutal beasts.[1]

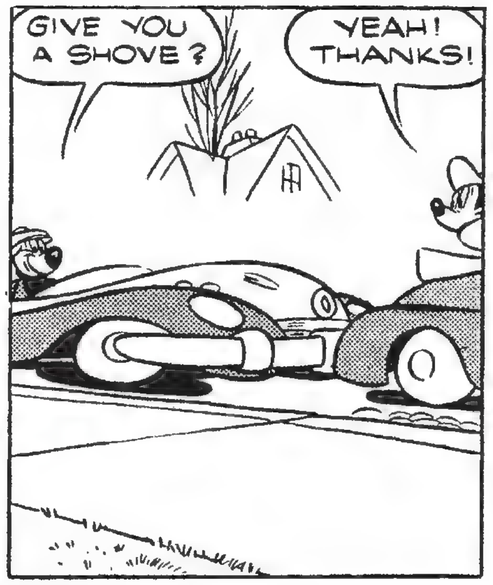
Not to be overshadowed by Walsh's (space) flights of fancy, Gottfredson bestowed some truly great cartooning upon "Planet of the Aints," clearly stretching his artistic muscles here in ways seldom seen by 1949. This is truly an artistic delight of the later Gottfredson period.

Once safely back on Earth, Mickey and Eega Beeva wind down from their adventure with a visit to a Western dude ranch in the continuity titled "Itching Gulch." Oh, but wait... there are ghosts and a fountain of youth! We wouldn't want our heroes—or Bill Walsh's imagination—to stagnate, would we?

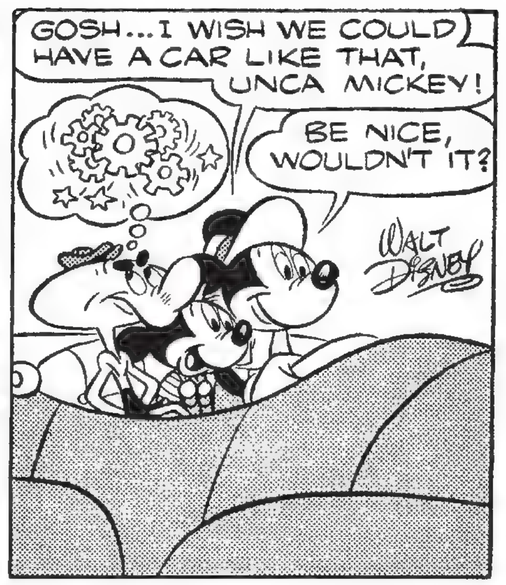
— Joe Torcivia

1 For information on *Planet of the Apes*' original 1940s source work—and details of its specific influence on Walsh's and Gottfredson's "Planet of the Aints"—see Thomas Andrae's foreword in this volume.


'SMATTER, UNCA MICKEY?
CAN'T GET IT STARTED!
RR-R RRR


GIVE YOU A SHOVE?
YEAH! THANKS!

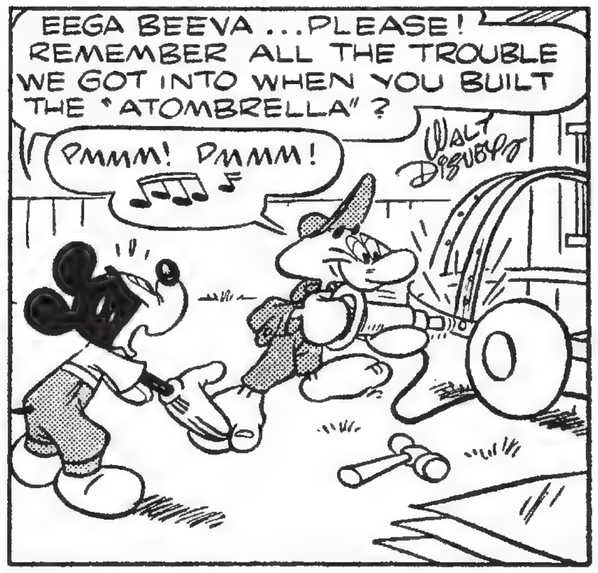
OKAY?
SWELL! THANKS AGAIN!
3-7


GOSH...I WISH WE COULD HAVE A CAR LIKE THAT, UNCA MICKEY!
BE NICE, WOULDN'T IT?
WALT DISNEY

GEE ... UNCA MICKEY, IF WE ONLY HAD A CAR LIKE THAT!
PDON'T PWORRY.
3-8

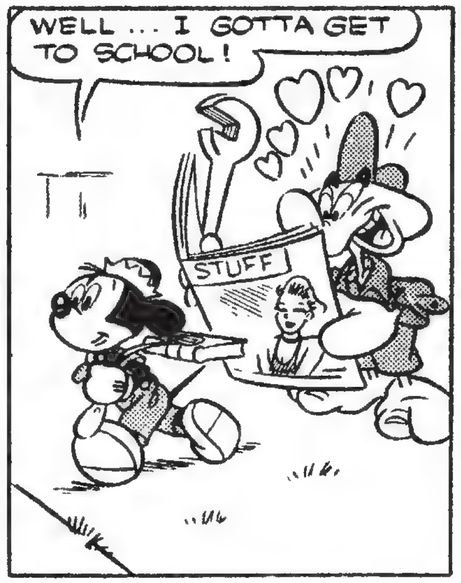
...I'LL PBUILD ONE!
HUH?

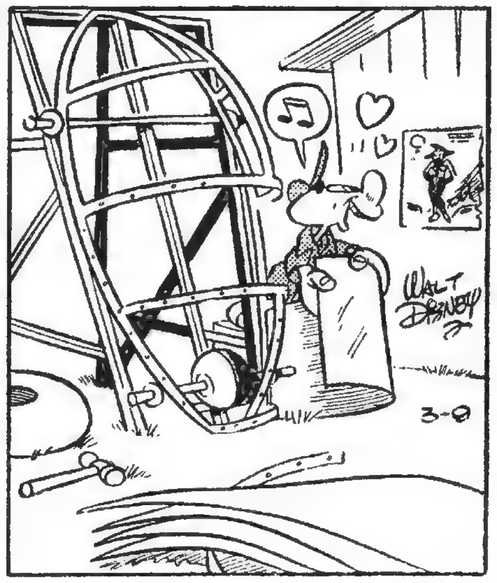
"BUILD ONE"?!

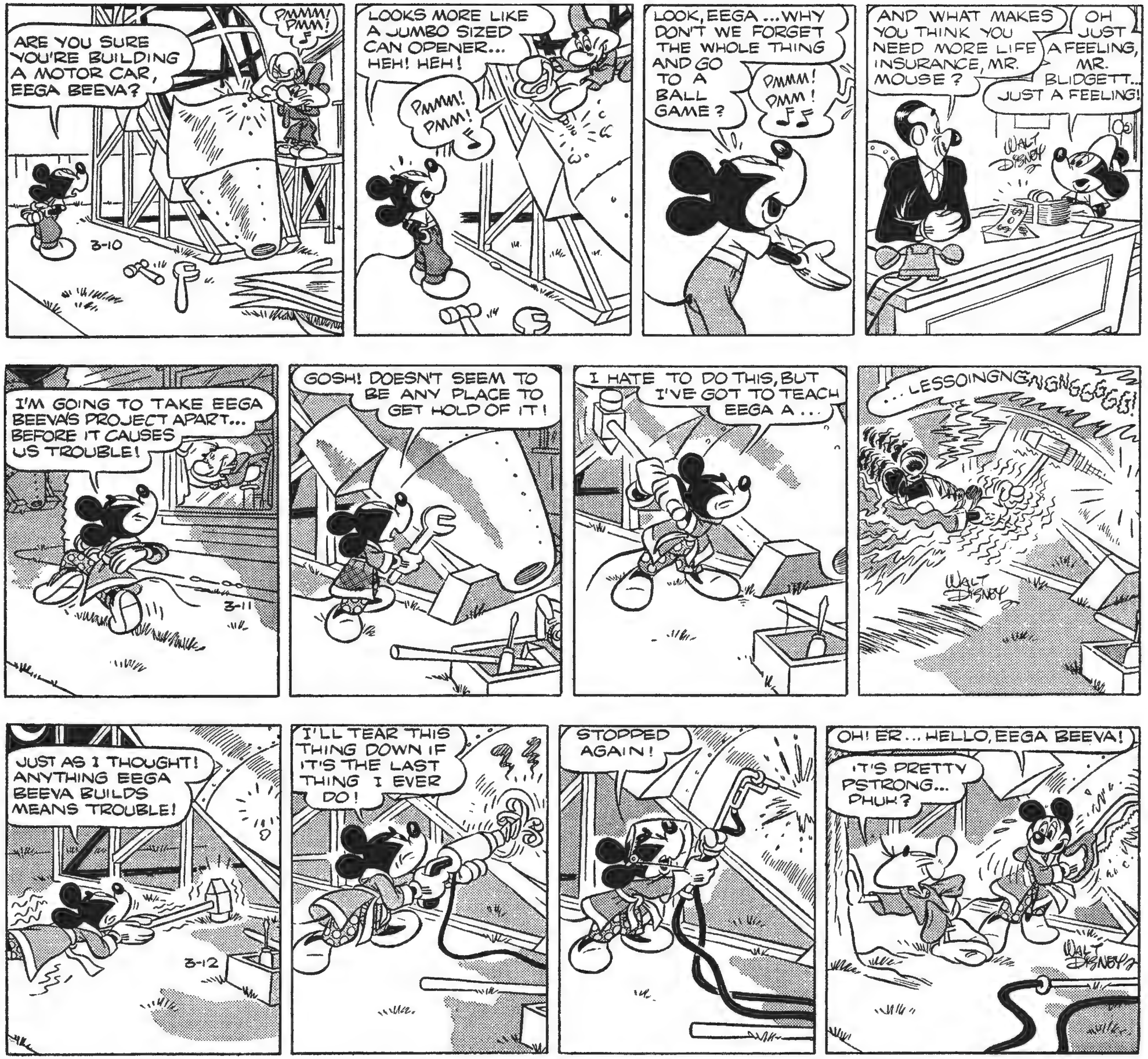

EEGA BEEVA ...PLEASE! REMEMBER ALL THE TROUBLE WE GOT INTO WHEN YOU BUILT THE "ATOMBRELLA"?
PMMM! PMMM!
WALT DISNEY

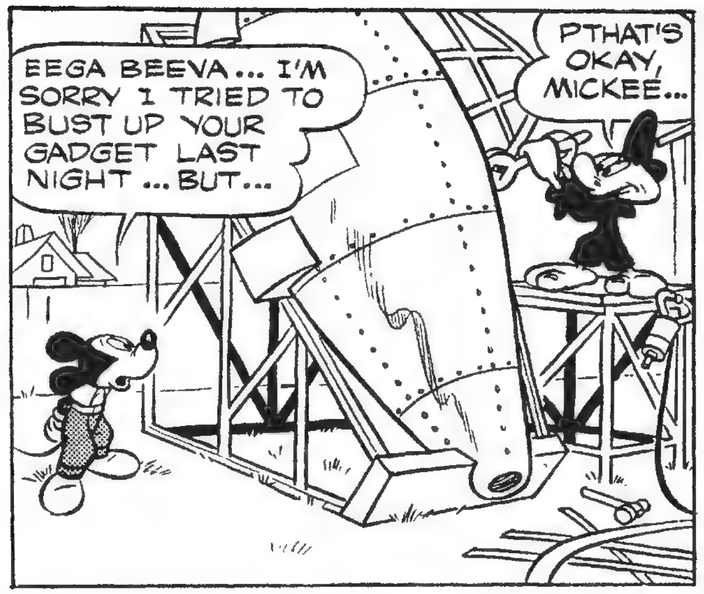
GOSH...IT MUST BE INTERESTING UP ON THE MOON!
PMOON? PLET'S SEE!

PWOW!
LUNAR GLAMOUR GIRL?
SCIENTISTS DEBATE IDEA OF HUMAN LIFE ON MOON

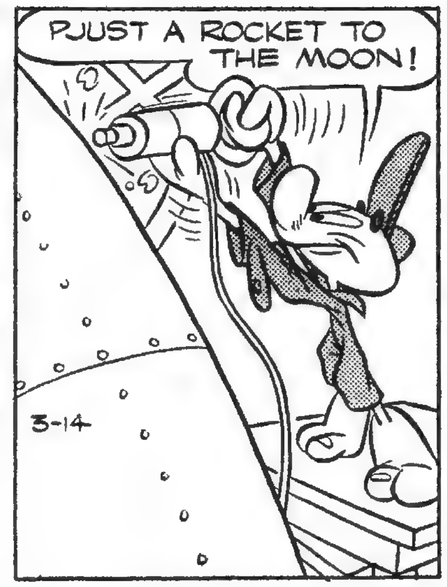

WELL ... I GOTTA GET TO SCHOOL!
STUFF


WALT DISNEY
3-9

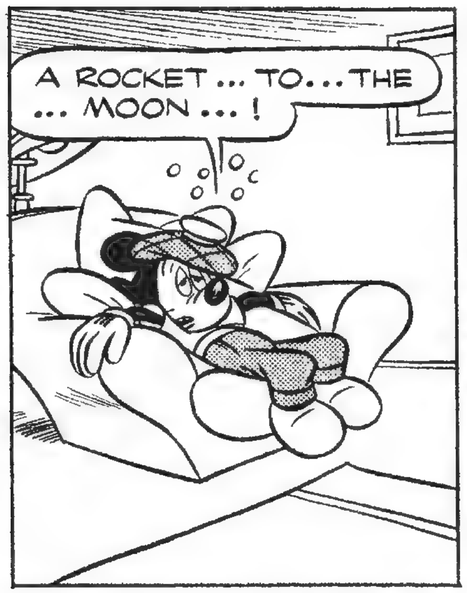

ARE YOU SURE YOU'RE BUILDING A MOTOR CAR, EEGA BEEVA?
PMMM! PMM!
3-10
LOOKS MORE LIKE A JUMBO SIZED CAN OPENER... HEH! HEH!
PMMM! PMM!
LOOK, EEGA ...WHY DON'T WE FORGET THE WHOLE THING AND GO TO A BALL GAME?
PMMM! PMM!
AND WHAT MAKES YOU THINK YOU NEED MORE LIFE INSURANCE, MR. MOUSE?
OH JUST A FEELING, MR. BLIDGETT... JUST A FEELING!
WALT DISNEY
I'M GOING TO TAKE EEGA BEEVA'S PROJECT APART... BEFORE IT CAUSES US TROUBLE!
3-11
GOSH! DOESN'T SEEM TO BE ANY PLACE TO GET HOLD OF IT!
I HATE TO DO THIS, BUT I'VE GOT TO TEACH EEGA A...
...LESSOINGNGNGGGGG!
WALT DISNEY
JUST AS I THOUGHT! ANYTHING EEGA BEEVA BUILDS MEANS TROUBLE!
3-12
I'LL TEAR THIS THING DOWN IF IT'S THE LAST THING I EVER DO!
STOPPED AGAIN!
OH! ER... HELLO, EEGA BEEVA!
IT'S PRETTY PSTRONG... PHUK?
WALT DISNEY


EEGA BEEVA... I'M SORRY I TRIED TO BUST UP YOUR GADGET LAST NIGHT ... BUT...
PTHAT'S OKAY, MICKEE...

W-WHAT IS IT, ANYWAY?

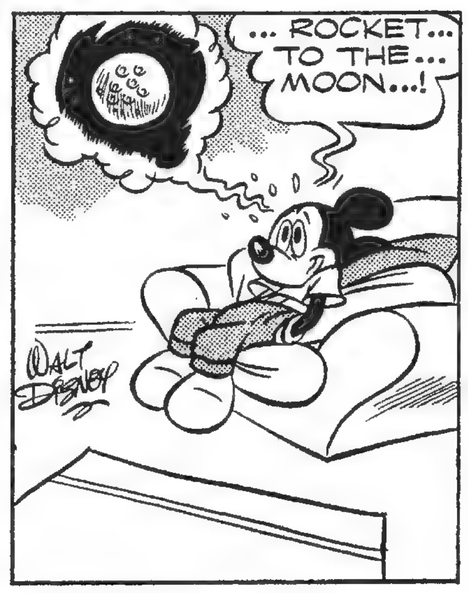

PJUST A ROCKET TO THE MOON!
3-14

ROCKET... TO... THE... MOON?
WALT DISNEY


A ROCKET ... TO... THE ... MOON ... !

WELL, I'M NOT GOING TO WORRY ABOUT YOUR ROCKET TO THE MOON! I'M NOT GOING TO THINK ABOUT IT!
PGOOD!

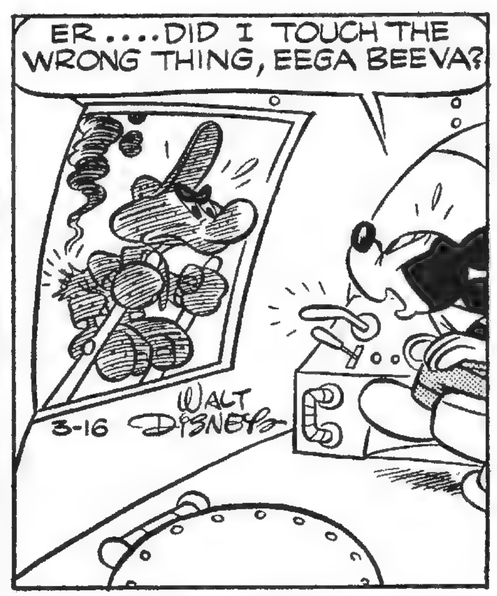
I WON'T EVEN LOOK AT IT!
3-15

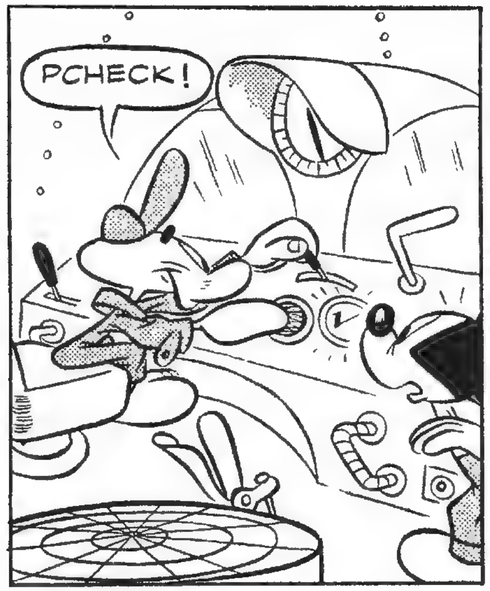

... ROCKET... TO THE... MOON...!
WALT DISNEY

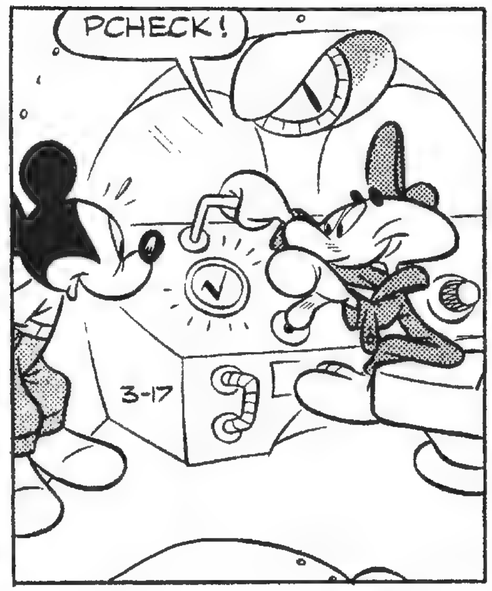
I TOLD EEGA BEEVA I WASN'T INTERESTED IN HIS ROCKET SHIP, BUT...

... IT MIGHT HURT HIS FEELINGS IF I DIDN'T TAKE A POLITE INTEREST IN IT!

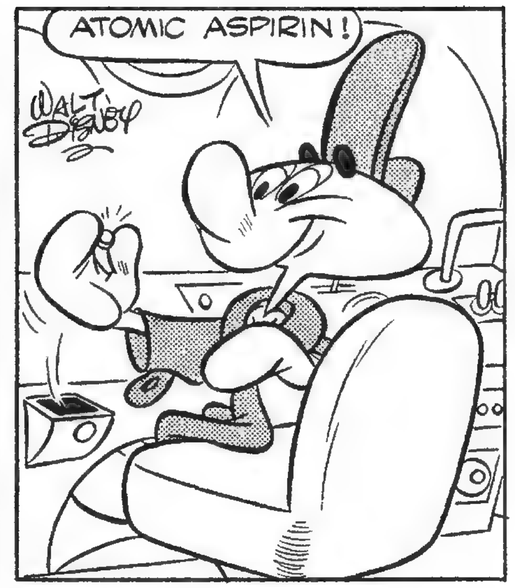
WONDER WHAT THIS IS FOR!
WHOOSH!


ER....DID I TOUCH THE WRONG THING, EEGA BEEVA?
3-16
WALT DISNEY


PCHECK!

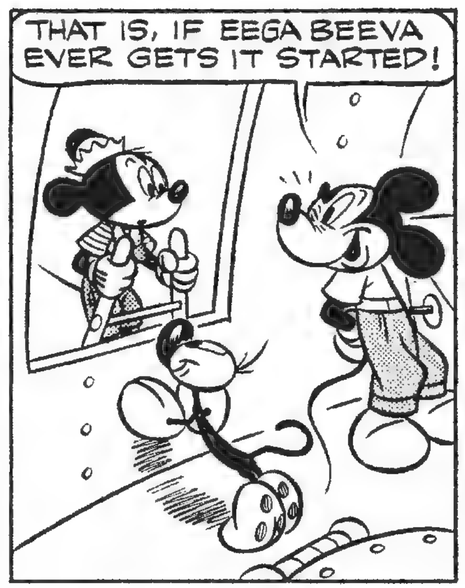

PCHECK!
3-17

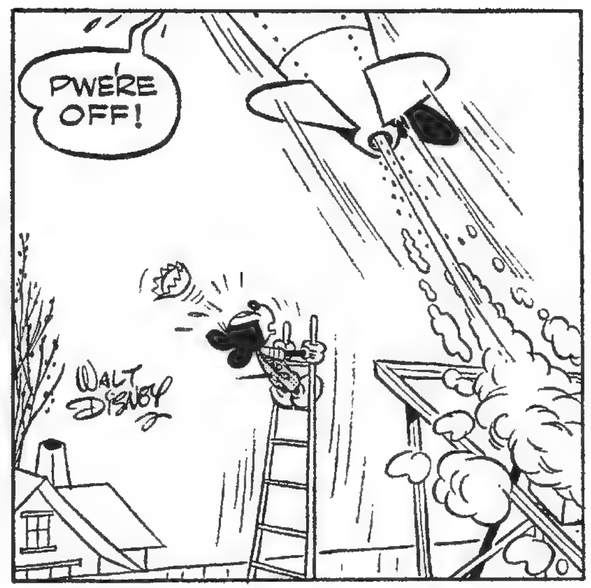
SAY.. WHAT KIND OF FUEL DO YOU USE IN THIS ROCKET SHIP?
PFUEL?

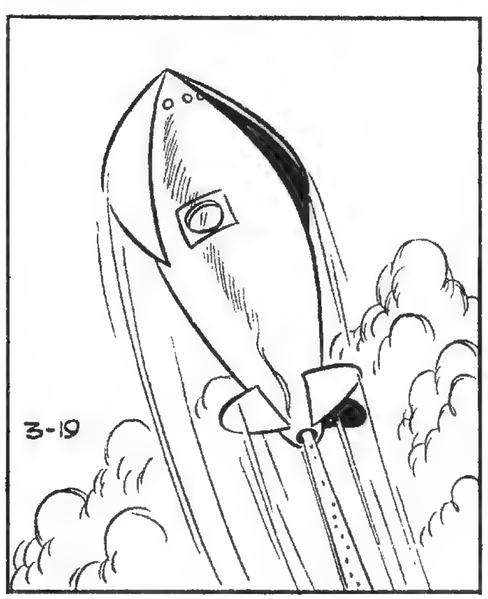

ATOMIC ASPIRIN!
WALT DISNEY

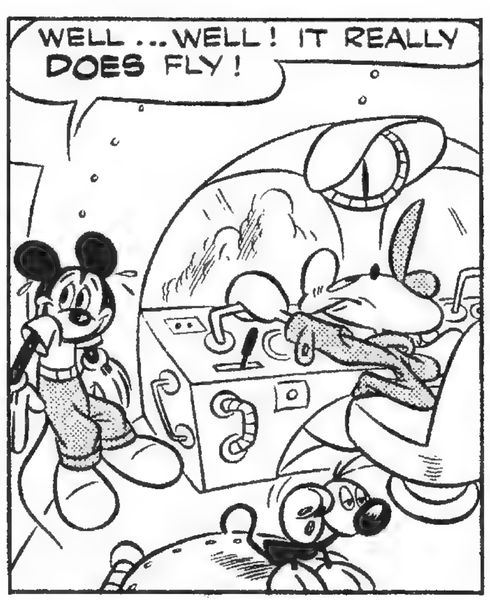
EEGA... YOU'RE A SMART LITTLE GUY... BUT I DON'T THINK YOU CAN RUN THIS ON AN ASPIRIN TABLET!

HEY, UNCA MICKEY... WHERE YA GOING?
TO THE MOON... HEH-HEH!
3-18


THAT IS, IF EEGA BEEVA EVER GETS IT STARTED!

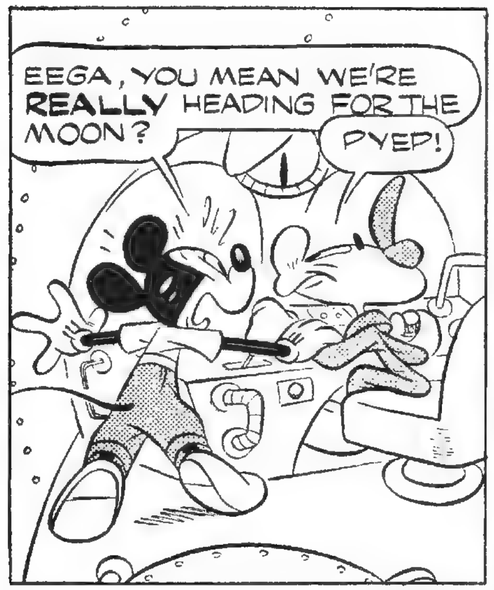

PWERE OFF!
WALT DISNEY

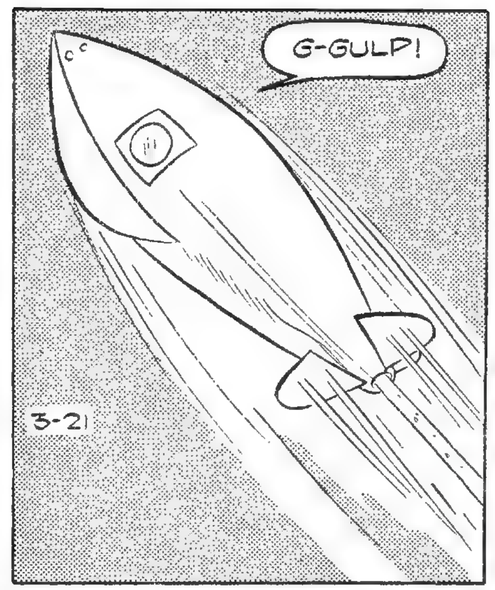

3-19

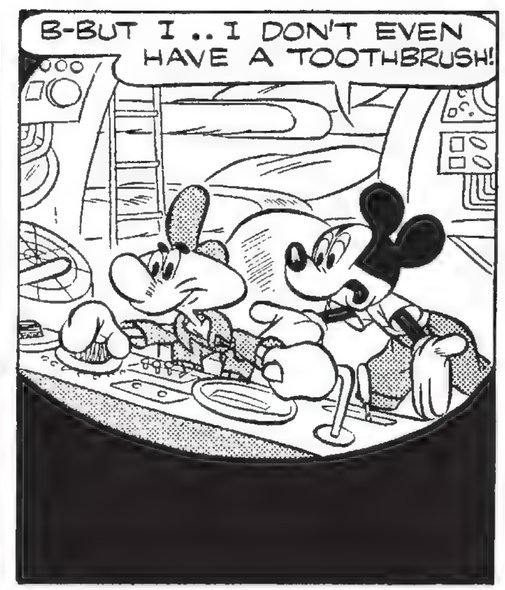

WELL... WELL! IT REALLY DOES FLY!

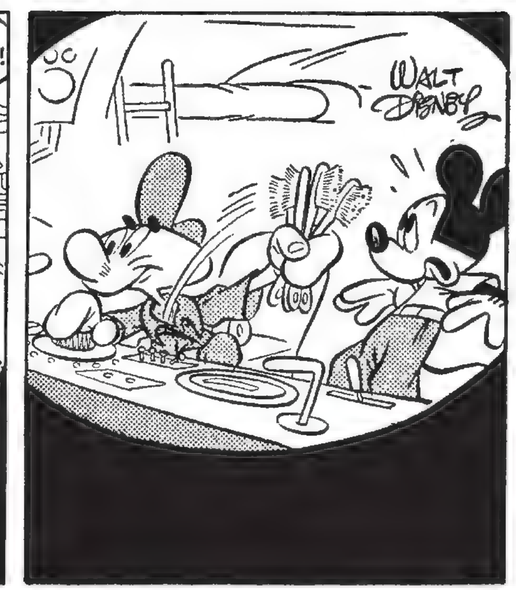
SAY, EEGA... HAVEN'T WE GONE FAR ENOUGH FOR JUST A TRIAL SPIN?
PTRIAL PSPIN...?

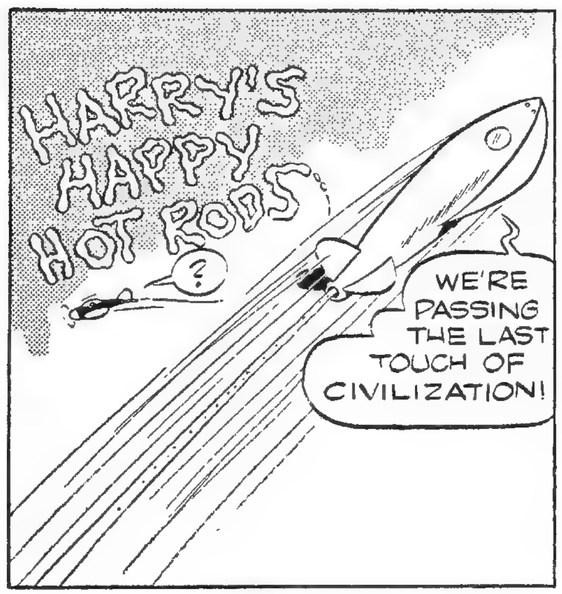
PTHIS IS FOR KEEPS!
WALT DISNEY


EEGA, YOU MEAN WE'RE **REALLY** HEADING FOR THE MOON?
PYEP!


G-GULP!
3-21

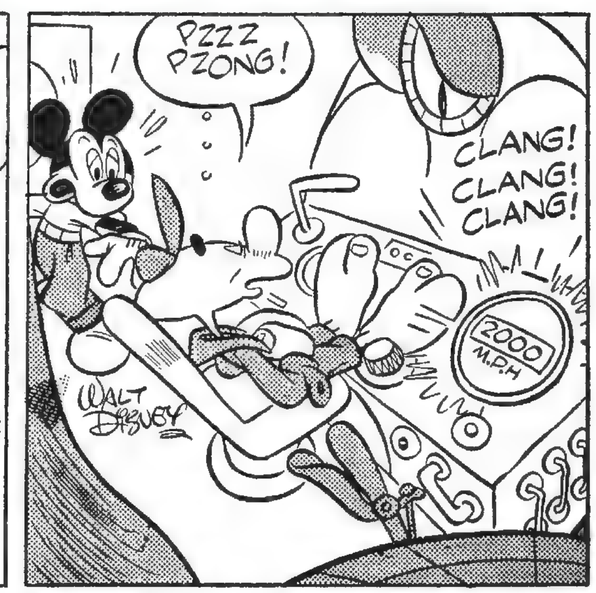

B-BUT I .. I DON'T EVEN HAVE A TOOTHBRUSH!


WALT DISNEY


HARRY'S HAPPY HOT RODS
?
WE'RE PASSING THE LAST TOUCH OF CIVILIZATION!

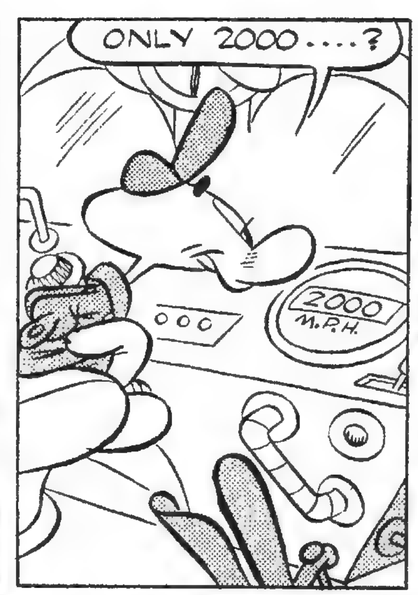
MAYBE THIS TRIP TO THE MOON WILL TURN OUT ALL RIGHT!

AFTER ALL, EEGA BEEVA'S A SMART LITTLE GUY! THERE'S NOTHING TO WORRY ABOUT WITH HIM AT THE CONTROLS!
3-22


PZZZ PZONG!
CLANG! CLANG! CLANG!
2000 M.P.H.
WALT DISNEY

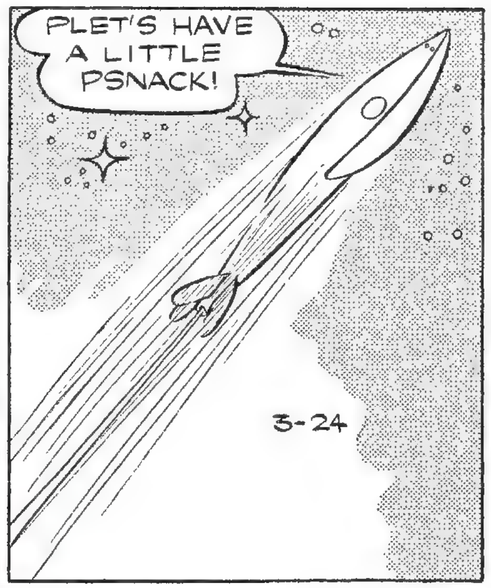
GGGOSH! WE'RE DOING 2000 MILES AN HOUR ... WITH EEGA ASLEEP AT THE CONTROLS!
PZZZ!
2000 M.P.H.
3-23

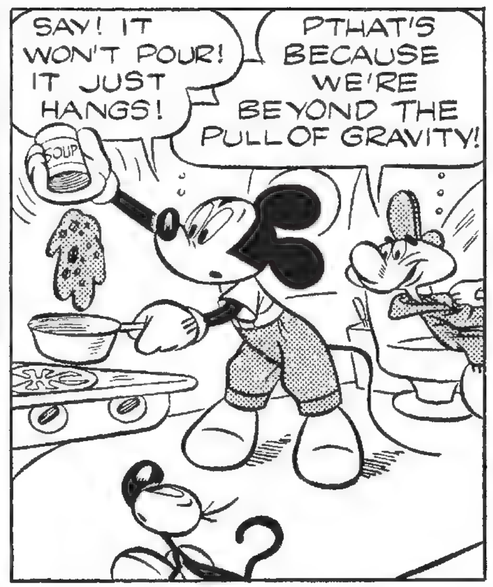
EEGA BEEVA! WAKE UP! LOOK! WE'RE GOING 2000 MILES AN HOUR!
PMMM?


ONLY 2000....?
2000 M.P.H.

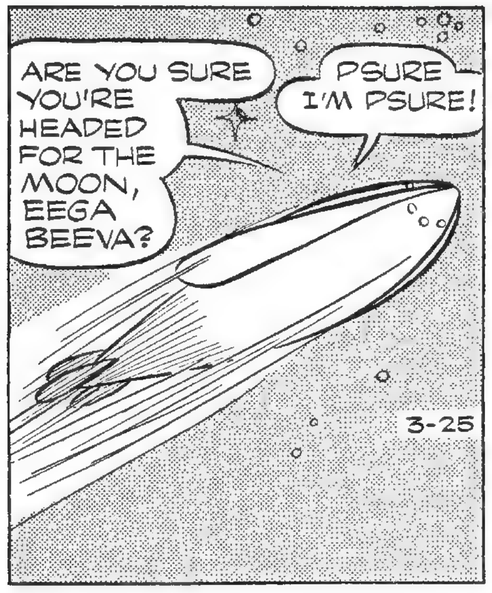
... PFORGOT TO TAKE OFF THE BRAKES!
WALT DISNEY

GOSH, EEGA BEEVA... WE'RE GOING 4000 MILES AN HOUR! I'M SCARED!
I'M PHUNGRY!

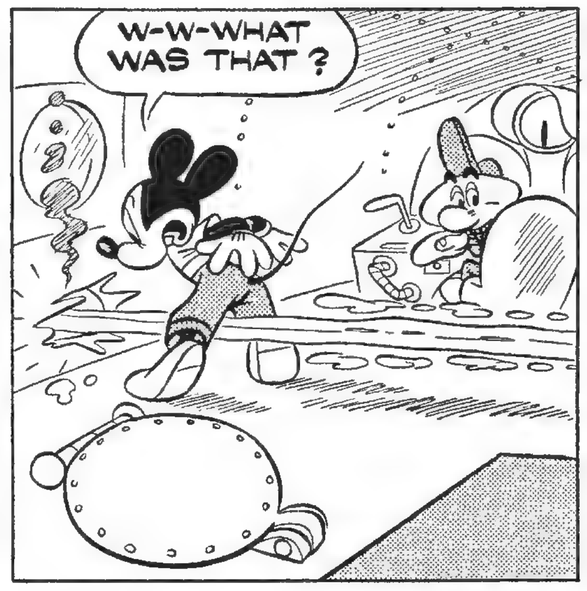

PLET'S HAVE A LITTLE PSNACK!
3-24


SAY! IT WON'T POUR! IT JUST HANGS!
PTHAT'S BECAUSE WE'RE BEYOND THE PULL OF GRAVITY!
SOUP

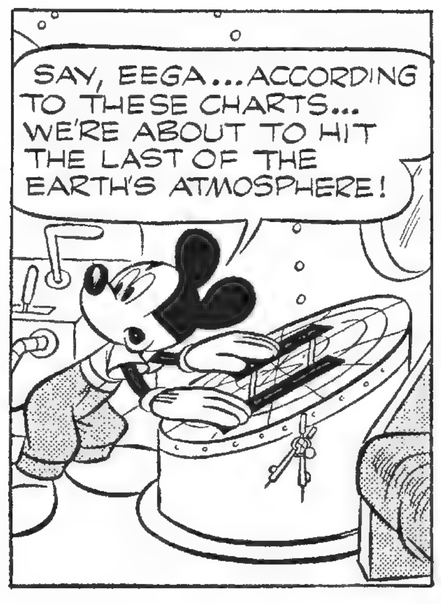
WALT DISNEY
PELIP

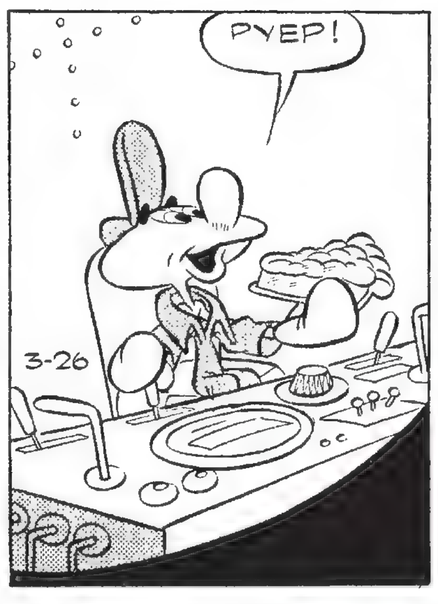

ARE YOU SURE YOU'RE HEADED FOR THE MOON, EEGA BEEVA?
PSURE I'M PSURE!
3-25

HEY! SOMETHING'S SHOOTING AT US!

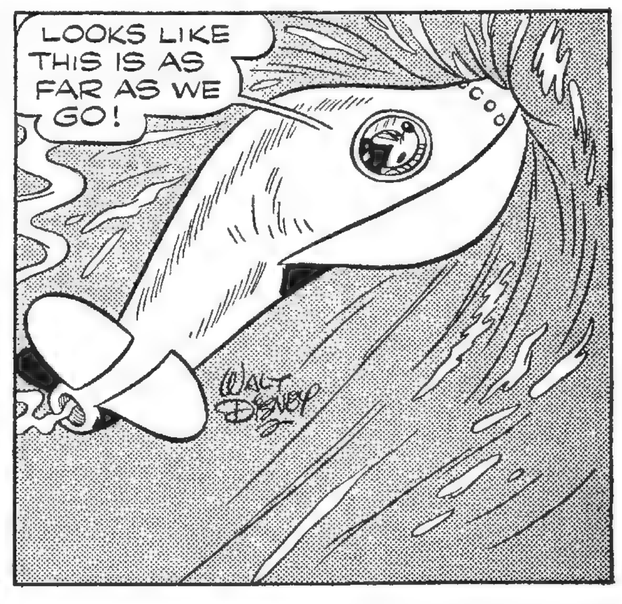

W-W-WHAT WAS THAT?

PJUST A SHOOTING PSTAR!
WALT DISNEY

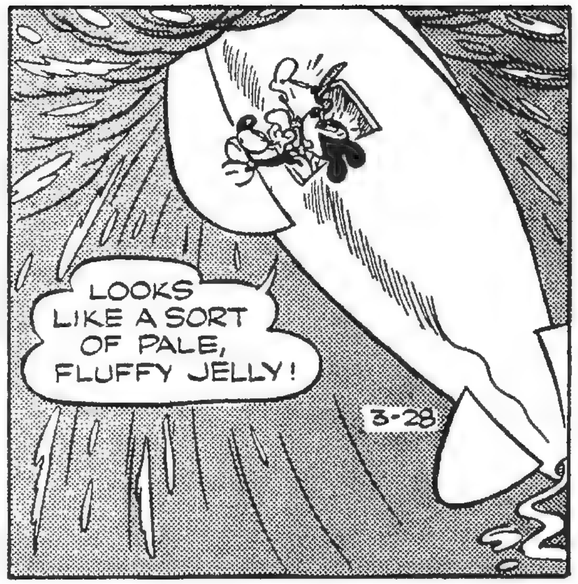

SAY, EEGA... ACCORDING TO THESE CHARTS... WE'RE ABOUT TO HIT THE LAST OF THE EARTH'S ATMOSPHERE!


PYEP!
3-26

SPLONGNGG!

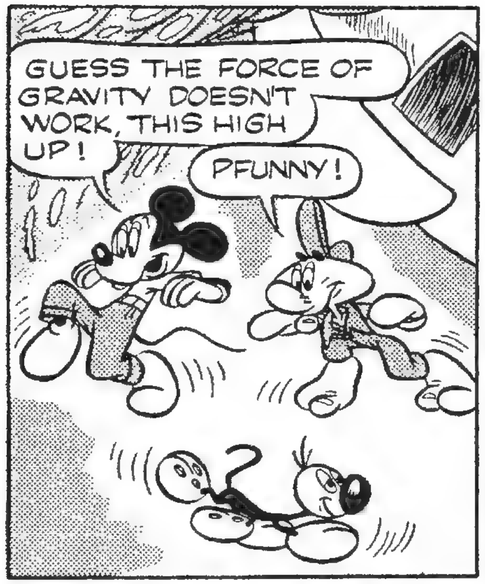

LOOKS LIKE THIS IS AS FAR AS WE GO!
WALT DISNEY

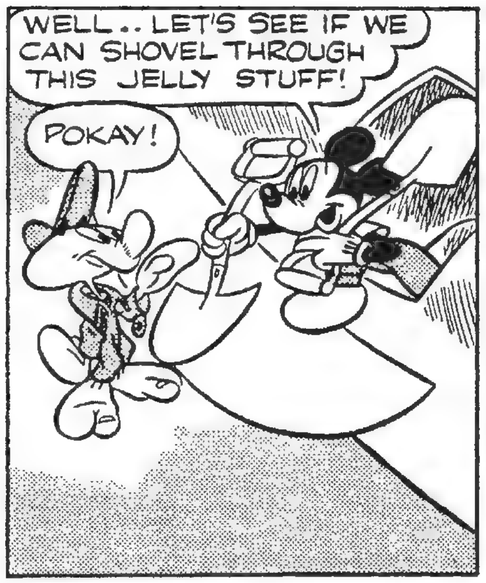
W-W-WOW! W-WHAT TH' HECK DID WE HIT?
I HIT A PIE! PWHAT DID THE PSHIP HIT?

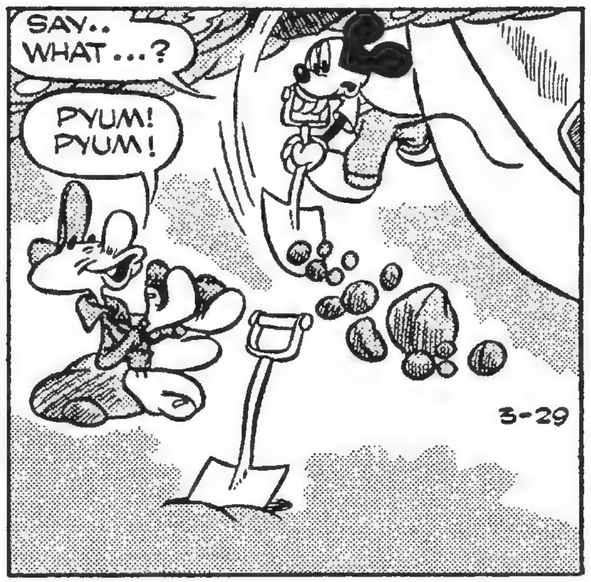

LOOKS LIKE A SORT OF PALE, FLUFFY JELLY!
3-28

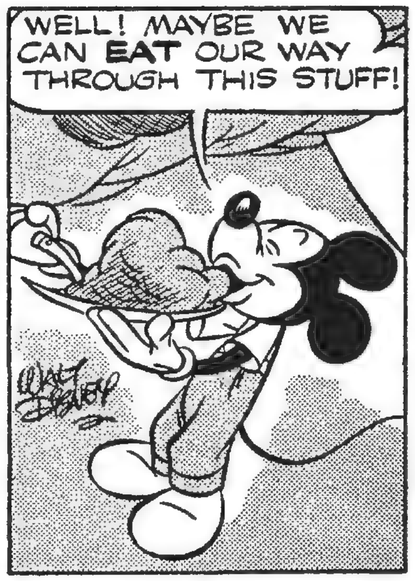
NOW WHAT ARE WE GONNA DO?
PLOOK!

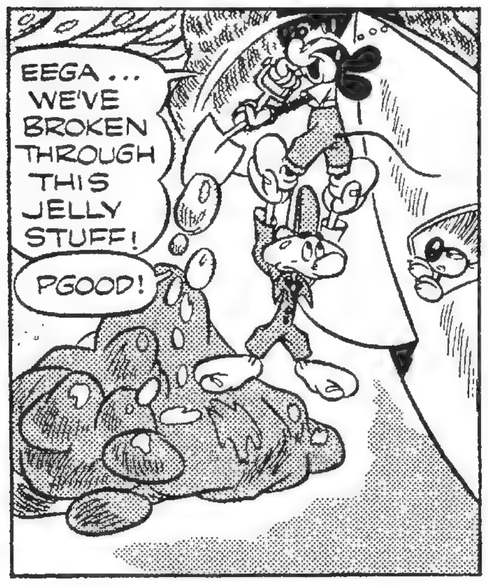
PFLIP'S WALKING PRIGHT ON THE AIR!
WALT DISNEY


GUESS THE FORCE OF GRAVITY DOESN'T WORK, THIS HIGH UP!
PFUNNY!

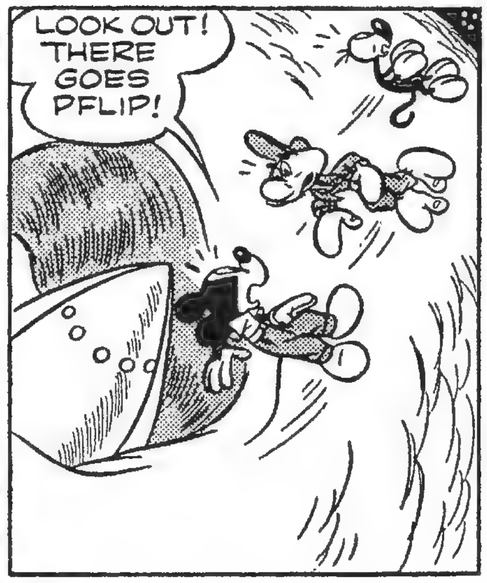

WELL.. LET'S SEE IF WE CAN SHOVEL THROUGH THIS JELLY STUFF!
POKAY!

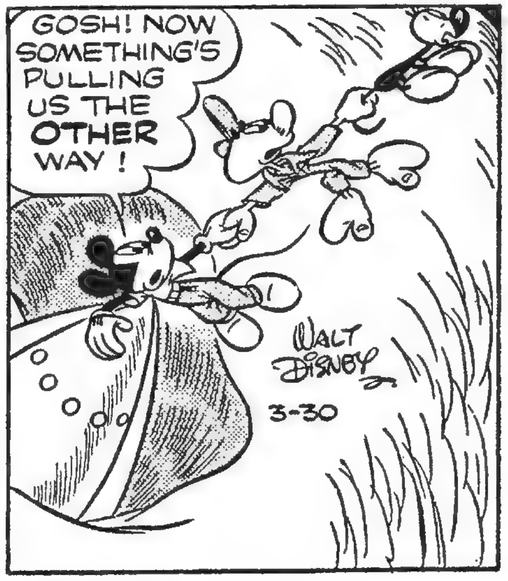

SAY.. WHAT...?
PYUM! PYUM!
3-29


WELL! MAYBE WE CAN EAT OUR WAY THROUGH THIS STUFF!
WALT DISNEY

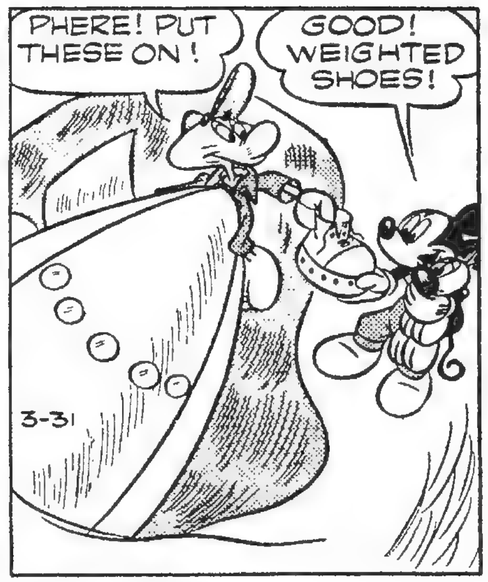

EEGA... WE'VE BROKEN THROUGH THIS JELLY STUFF!
PGOOD!

WOW! IT STRETCHES ALL AROUND THE EARTH!

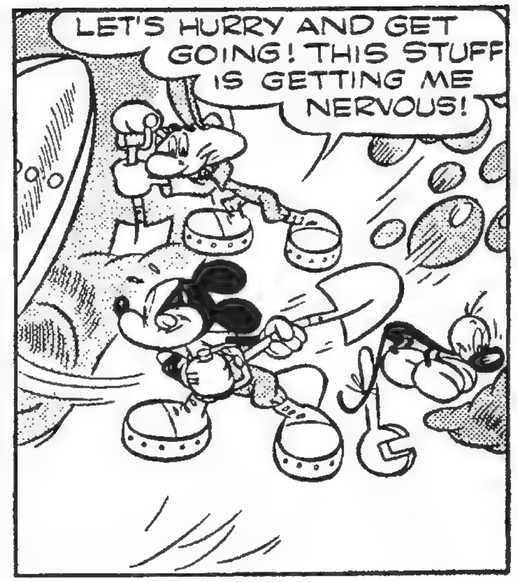

LOOK OUT! THERE GOES PFLIP!

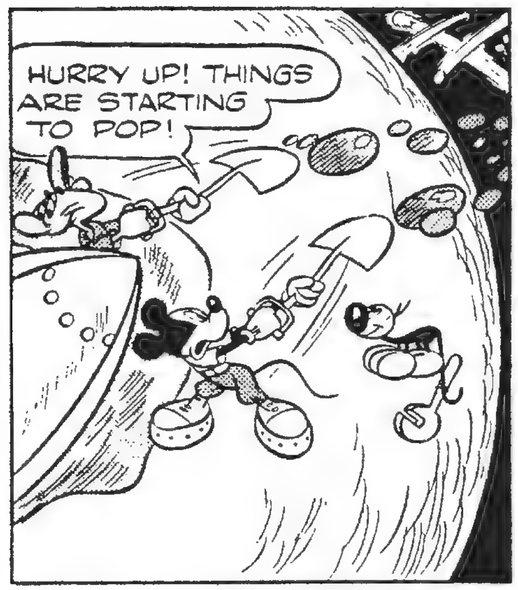

GOSH! NOW SOMETHING'S PULLING US THE OTHER WAY!
WALT DISNEY
3-30

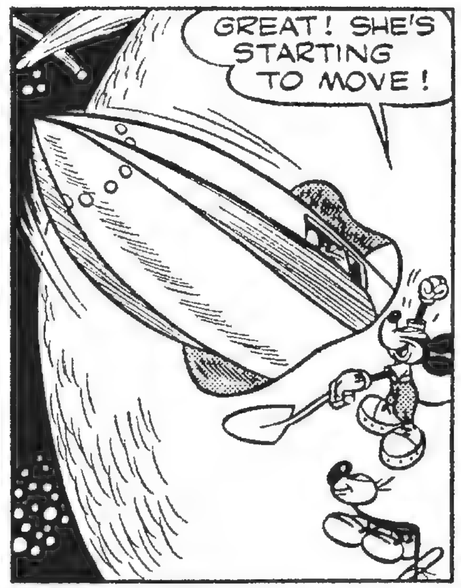
GOSH..THAT WAS A NARROW ESCAPE! WE ALL MIGHT HAVE JUST FLOATED UP INTO SPACE.. AND NEVER BEEN ABLE TO GET DOWN AGAIN!
PGULP!

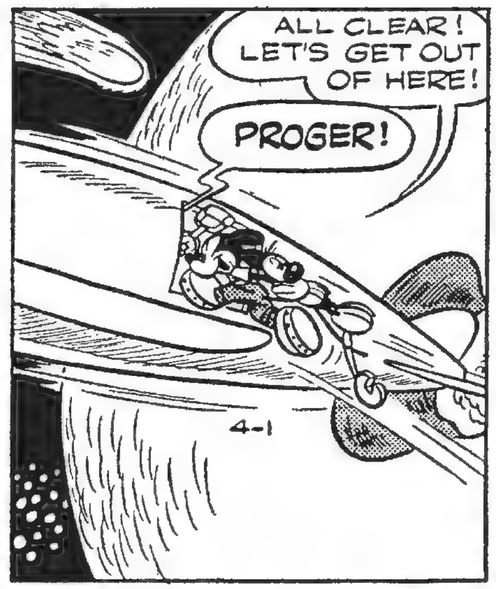

PHERE! PUT THESE ON!
GOOD! WEIGHTED SHOES!
3-31

THESE OUGHT TO HOLD US!
WALT DISNEY


LET'S HURRY AND GET GOING! THIS STUFF IS GETTING ME NERVOUS!


HURRY UP! THINGS ARE STARTING TO POP!

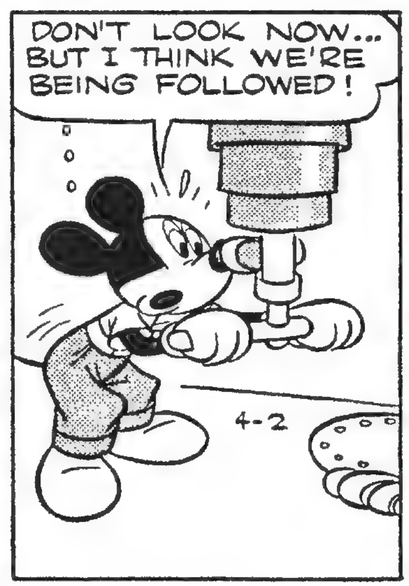

GREAT! SHE'S STARTING TO MOVE!


ALL CLEAR! LET'S GET OUT OF HERE!
PROGER!
4-1

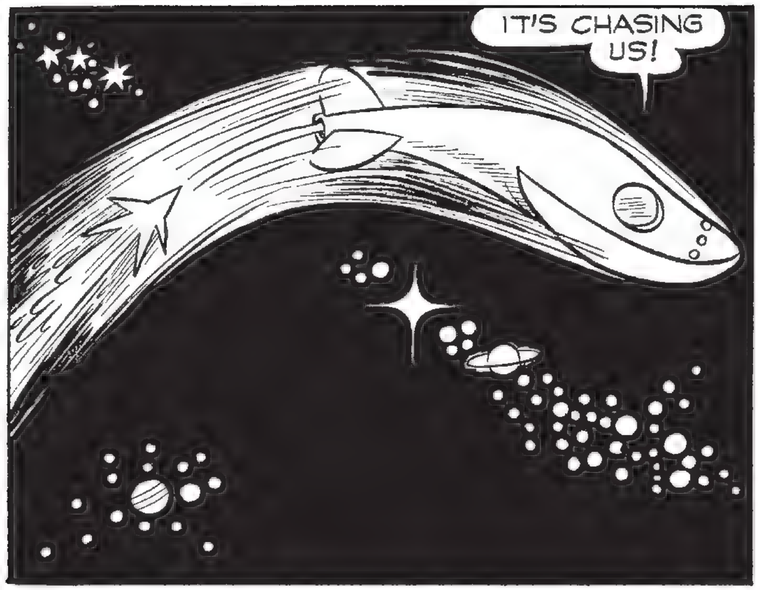
WALT DISNEY

WELL ... HERE WE GO AGAIN!
YIPPEE!

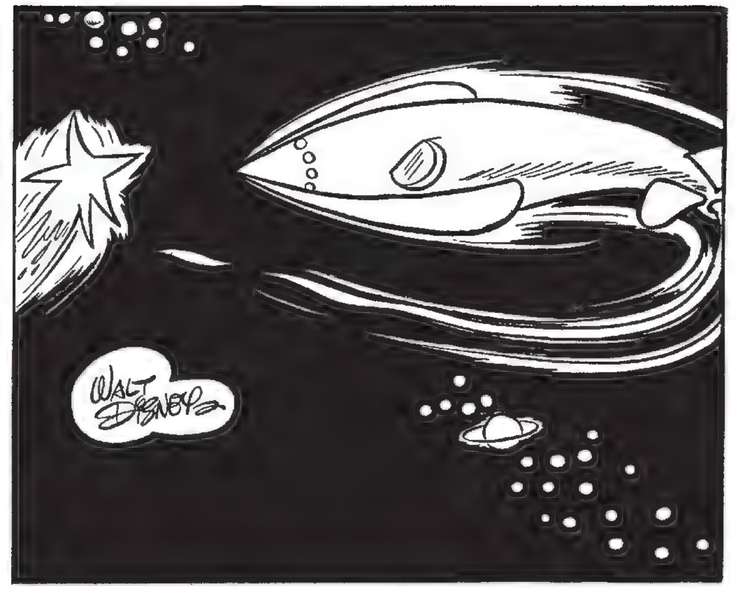
YOU...YOU THINK IT'S MUCH FARTHER TO THE MOON?
PNOT ENOUGH TO WORRY ABOUT!

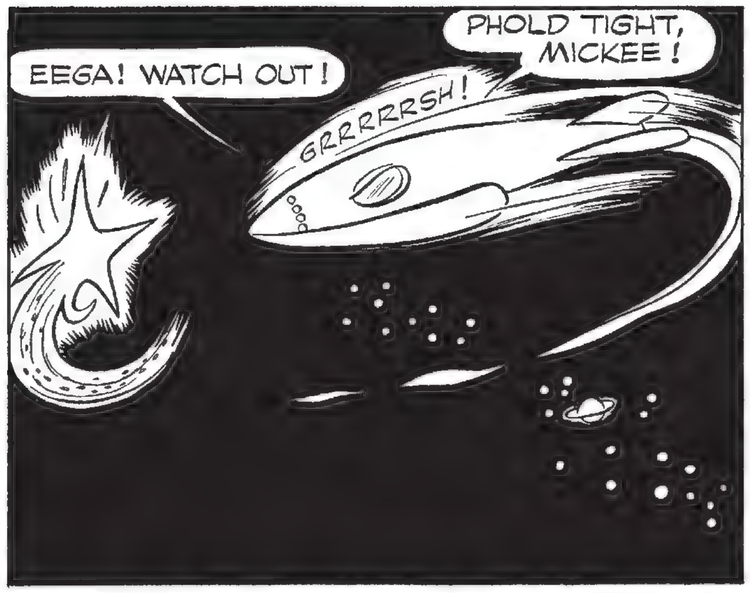

DON'T LOOK NOW... BUT I THINK WE'RE BEING FOLLOWED!
4-2

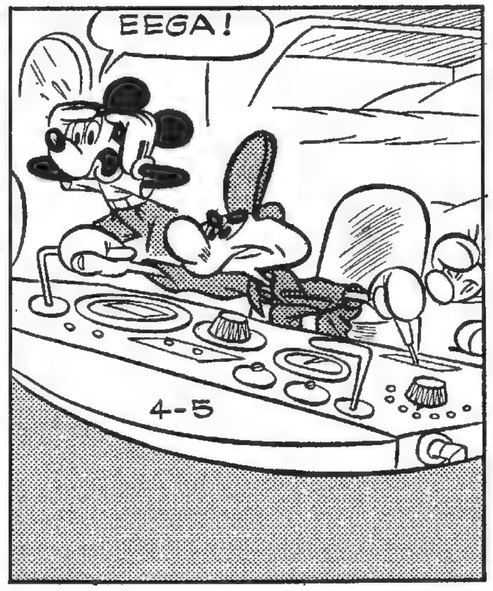
WALT DISNEY

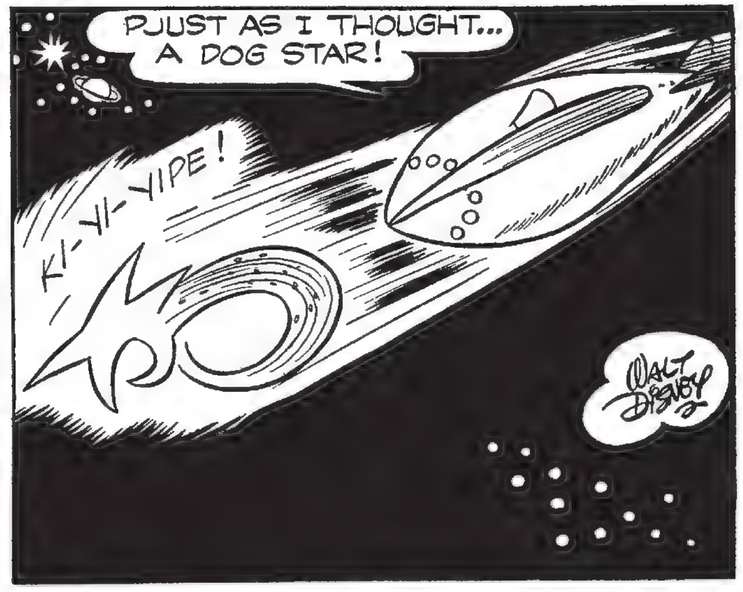

IT'S CHASING US!

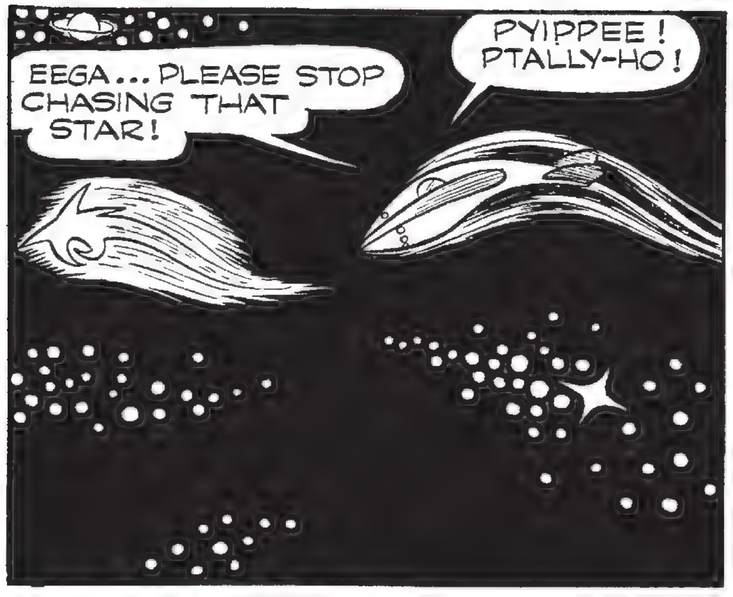
EEGA BEEVA! THE STAR'S RIGHT BEHIND US!
NO PSTAR'S GOING TO CHASE US!
4-4

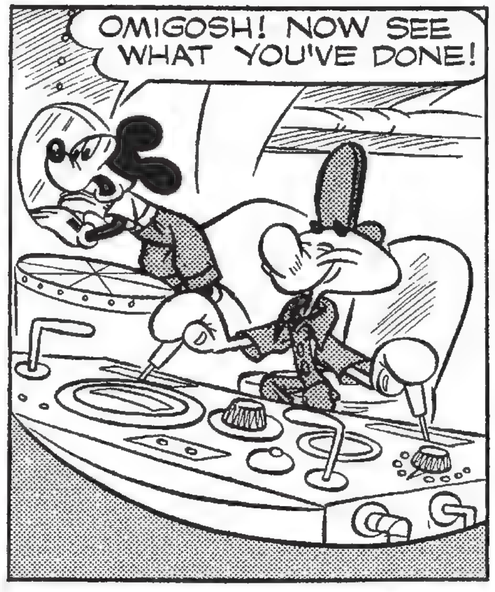

WALT DISNEY

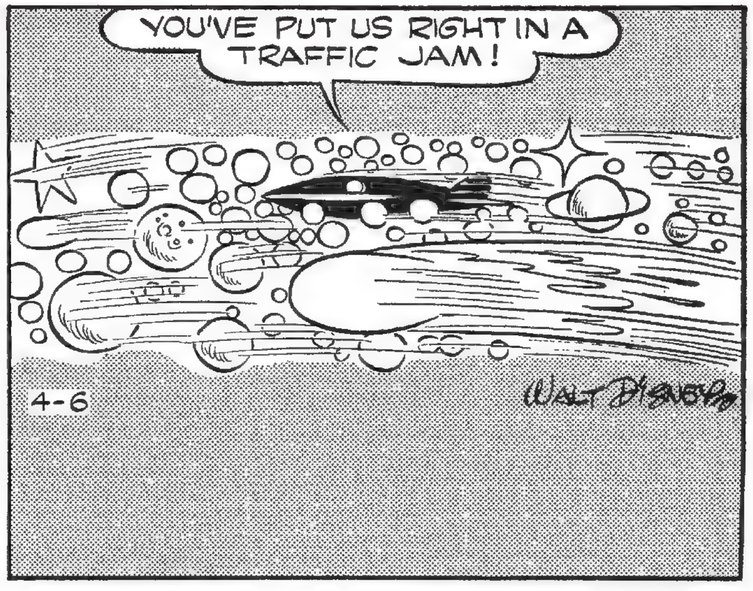

EEGA! WATCH OUT!
PHOLD TIGHT, MICKEE!
GRRRRRSH!

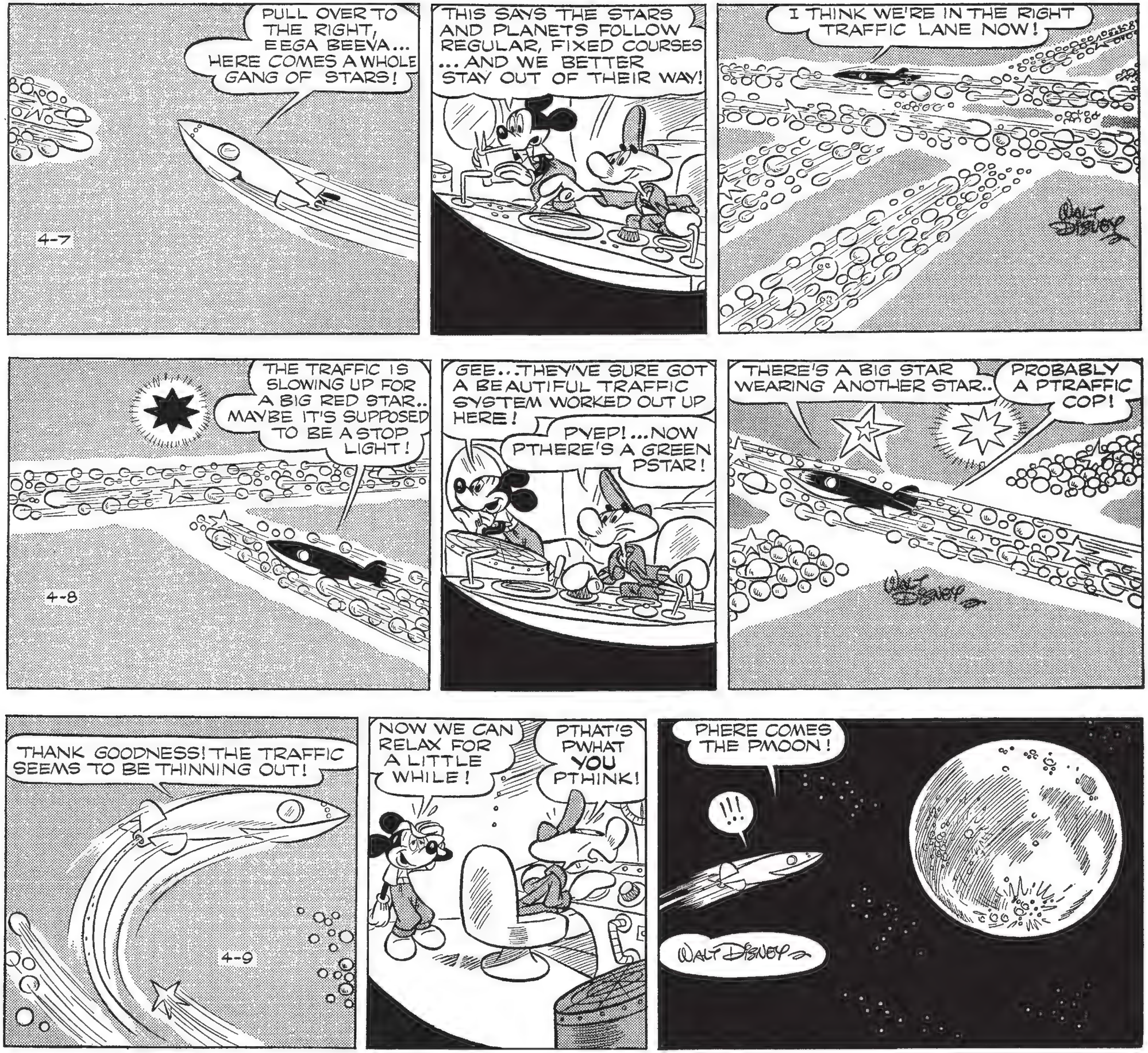

EEGA!
4-5


PJUST AS I THOUGHT... A DOG STAR!
KI-YI-YIPE!
WALT DISNEY

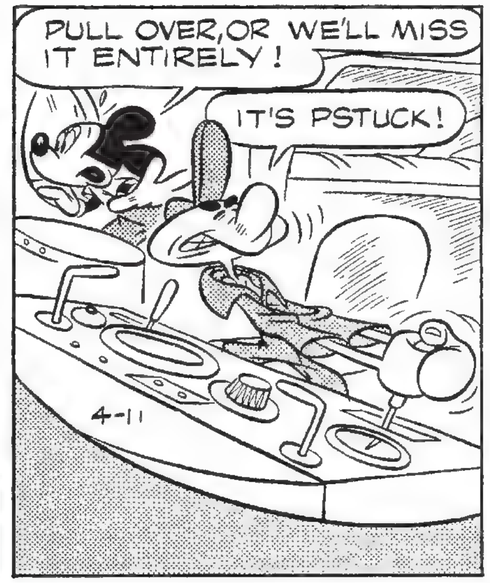

EEGA... PLEASE STOP CHASING THAT STAR!
PYIPPEE! PTALLY-HO!


OMIGOSH! NOW SEE WHAT YOU'VE DONE!

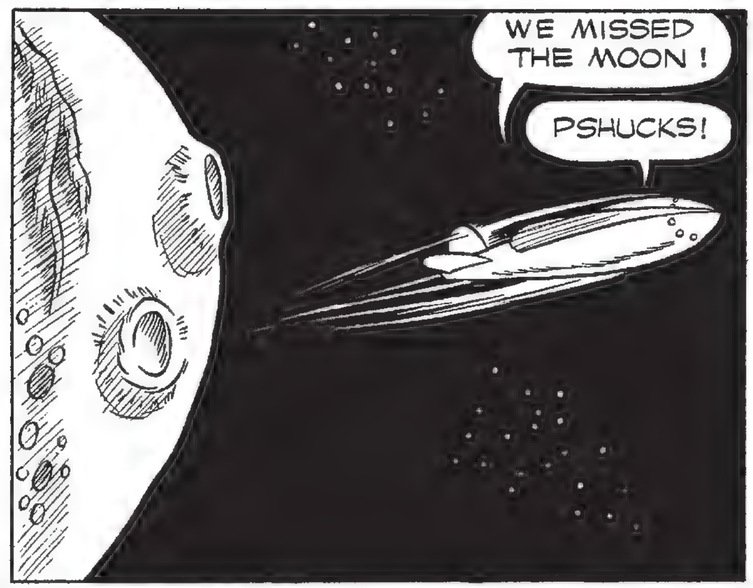

YOU'VE PUT US RIGHT IN A TRAFFIC JAM!
4-6
WALT DISNEY

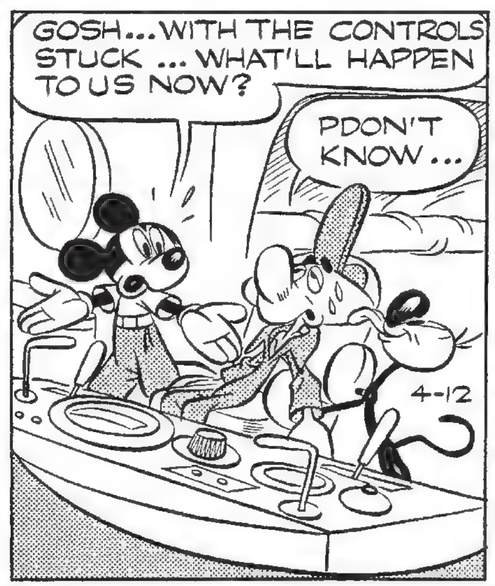

PULL OVER TO THE RIGHT, EEGA BEEVA... HERE COMES A WHOLE GANG OF STARS!
4-7
THIS SAYS THE STARS AND PLANETS FOLLOW REGULAR, FIXED COURSES ... AND WE BETTER STAY OUT OF THEIR WAY!
I THINK WE'RE IN THE RIGHT TRAFFIC LANE NOW!
THE TRAFFIC IS SLOWING UP FOR A BIG RED STAR.. MAYBE IT'S SUPPOSED TO BE A STOP LIGHT!
4-8
GEE...THEY'VE SURE GOT A BEAUTIFUL TRAFFIC SYSTEM WORKED OUT UP HERE!
PYEP!...NOW PTHERE'S A GREEN PSTAR!
THERE'S A BIG STAR WEARING ANOTHER STAR..
PROBABLY A PTRAFFIC COP!
THANK GOODNESS! THE TRAFFIC SEEMS TO BE THINNING OUT!
4-9
NOW WE CAN RELAX FOR A LITTLE WHILE!
PTHAT'S PWHAT YOU PTHINK!
PHERE COMES THE PMOON!
!!!

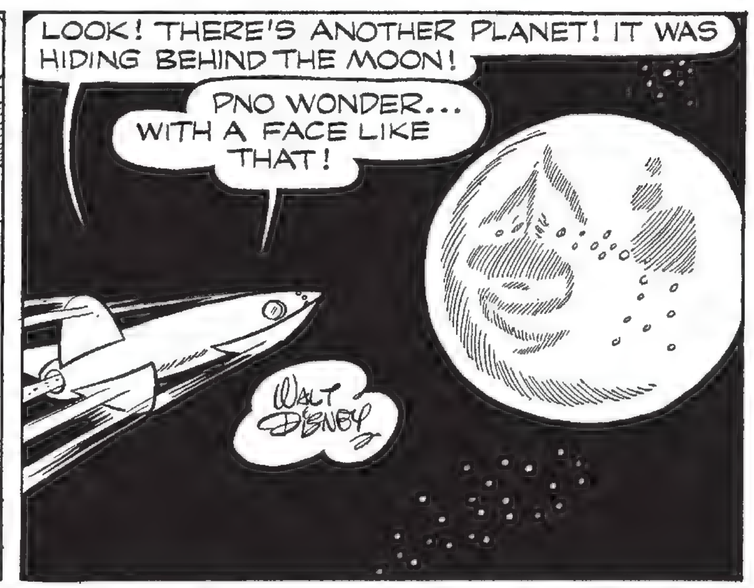
THERE'S THE MOON! STEER A LITTLE MORE TO THE RIGHT, EEGA!
I PCAN'T!


PULL OVER, OR WE'LL MISS IT ENTIRELY!
IT'S PSTUCK!
4-11

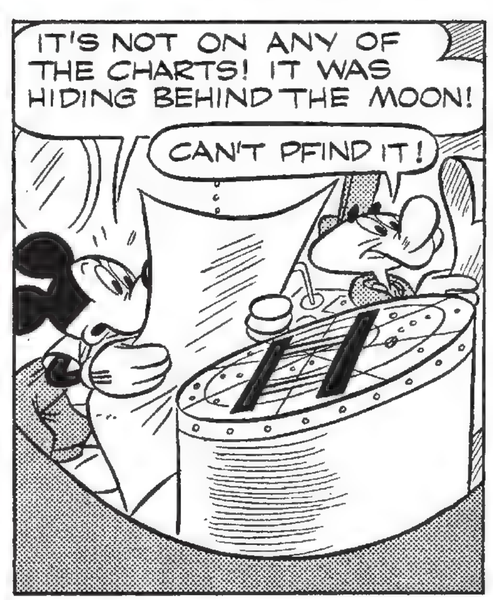
OH-OH! WE MISSED IT!
WALT DISNEY

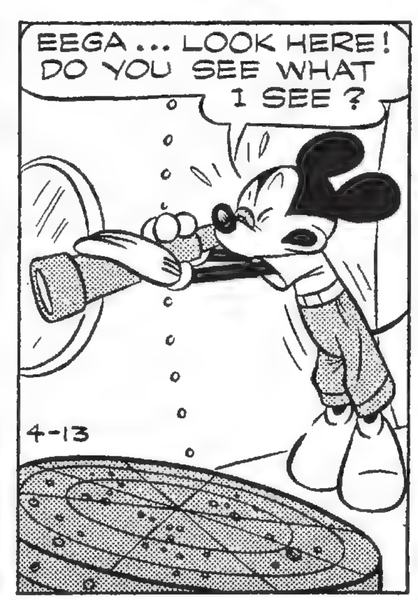

WE MISSED THE MOON!
PSHUCKS!


GOSH... WITH THE CONTROLS STUCK ... WHAT'LL HAPPEN TO US NOW?
PDON'T KNOW...
4-12


LOOK! THERE'S ANOTHER PLANET! IT WAS HIDING BEHIND THE MOON!
PNO WONDER... WITH A FACE LIKE THAT!
WALT DISNEY

EEGA BEEVA... IT'S.. IT'S A STRANGE NEW PLANET!
PYEAAH...!


IT'S NOT ON ANY OF THE CHARTS! IT WAS HIDING BEHIND THE MOON!
CAN'T PFIND IT!


EEGA... LOOK HERE! DO YOU SEE WHAT I SEE?
4-13

IT... IT LOOKS LIKE A RECEPTION COMMITTEE!
WALT DISNEY

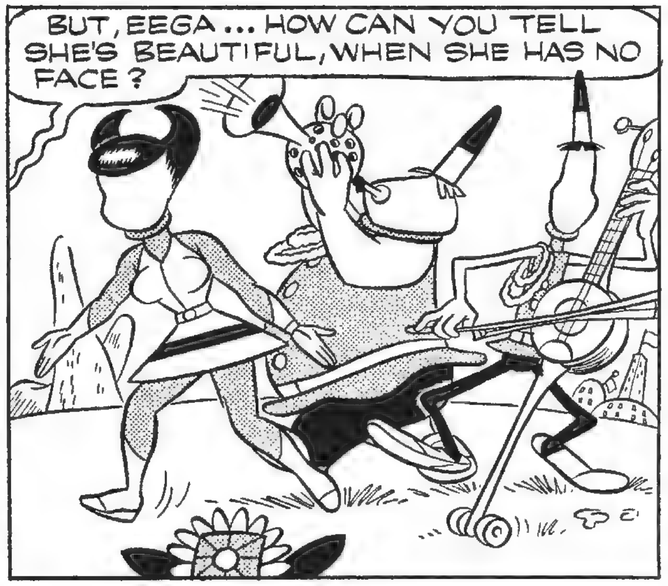
EEGA, WE'RE GETTING CLOSE TO THE STRANGE PLANET... AND THERE'S SOMEONE WAITING FOR US!

EASY, BOY... EASY!
POKAY!

PBOY! PFEELS GOOD TO BE ON GROUND AGAIN!
OH-OH! HERE COMES THE RECEPTION COMMITTEE!
4-14

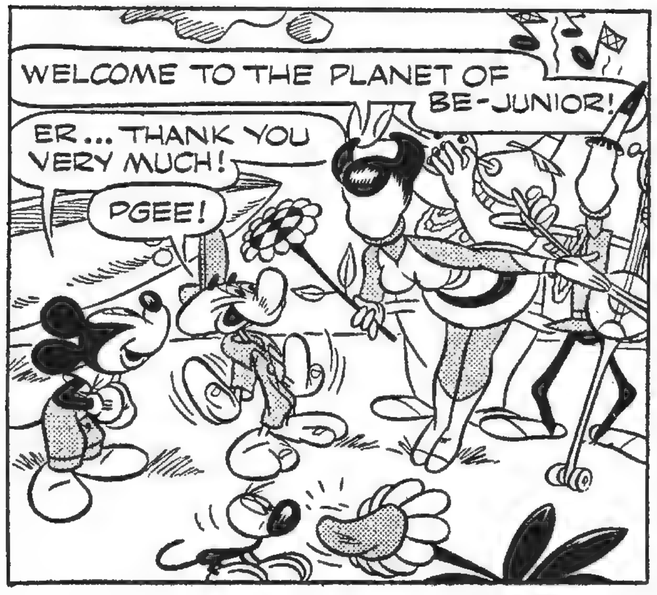
LOOK! THEY DON'T HAVE ANY FACES!
PGOSH!

GOSH..THE PEOPLE ON THIS PLANET DON'T HAVE ANY FACES! LOOK AT THAT GIRL!
PBEAUTIFUL!


BUT, EEGA... HOW CAN YOU TELL SHE'S BEAUTIFUL, WHEN SHE HAS NO FACE?

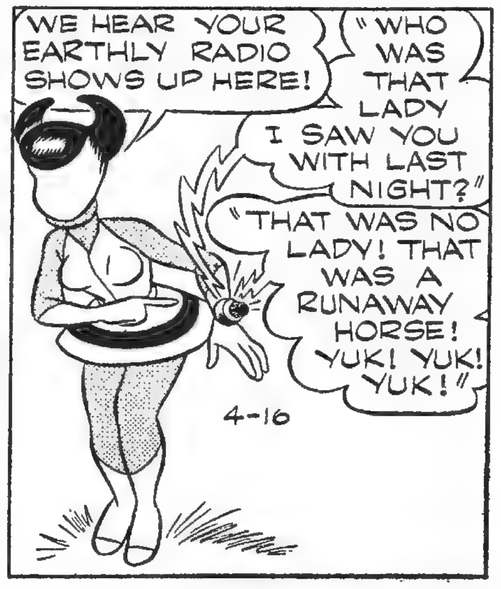
THAT'S PSIMPLE! SHE HAS NO PFACE... SO SHE CAN'T BE UGLY...
4-15

PTHEREFORE... SHE MUST BE PBEAUTIFUL!
THAT'S LOGICAL... I THINK...

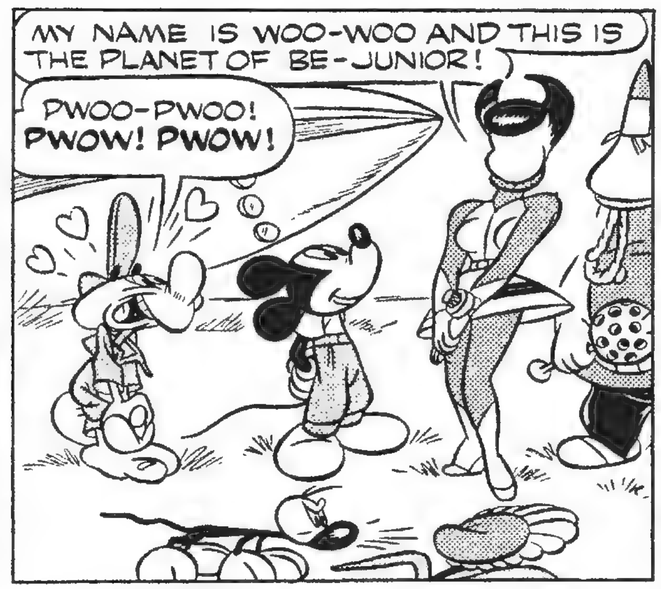

WELCOME TO THE PLANET OF BE-JUNIOR!
ER... THANK YOU VERY MUCH!
PGEE!

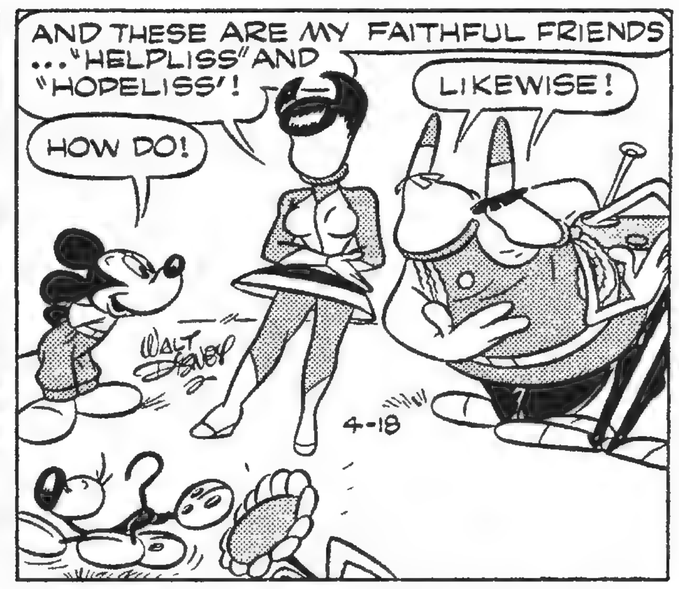
YOU HEAR, EEGA BEEVA? WE'VE DISCOVERED "BE-JUNIOR", A BRAND-NEW PLANET!
PGEE!

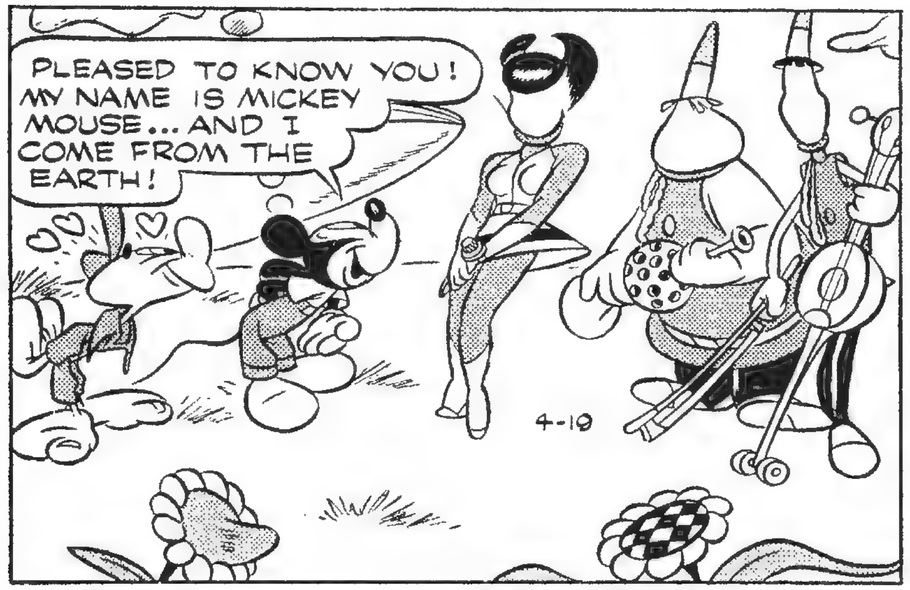
BUT YOU SPEAK ENGLISH! HOW...?
THAT'S EASY...


WE HEAR YOUR EARTHLY RADIO SHOWS UP HERE!
"WHO WAS THAT LADY I SAW YOU WITH LAST NIGHT?"
"THAT WAS NO LADY! THAT WAS A RUNAWAY HORSE! YUK! YUK! YUK!"
4-16

"WILL HARVEY WIN HIS BATTLE AGAINST MALARIA? CAN HAL WIN THE HURDLE RACE WITH HIS LEG BROKEN IN THREE PLACES? LISTEN TOMORROW!"
SO YOU LEARNED ENGLISH BY LISTENING TO RADIO PROGRAMS FROM THE EARTH! BUT WHO ARE YOU?

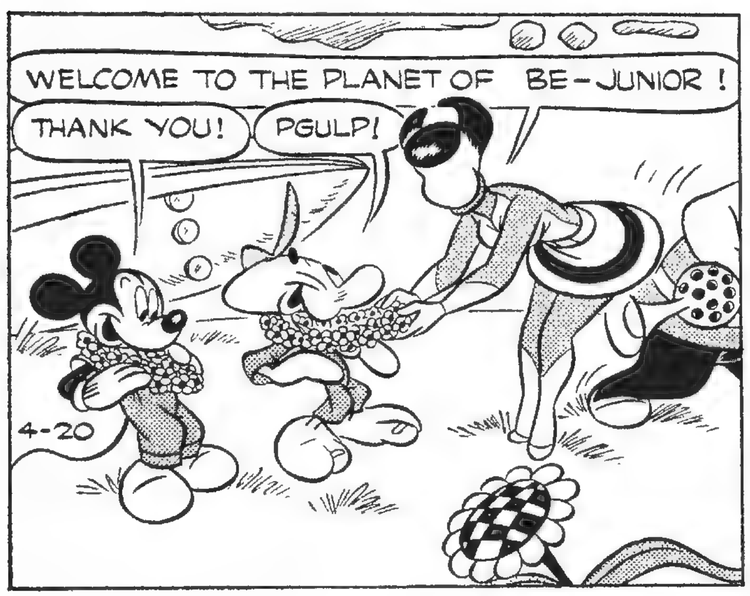

MY NAME IS WOO-WOO AND THIS IS THE PLANET OF BE-JUNIOR!
PWOO-PWOO! PWOW! PWOW!


AND THESE ARE MY FAITHFUL FRIENDS ..."HELPLISS" AND "HOPELISS"!
HOW DO!
LIKEWISE!
WALT DISNEY
4-18

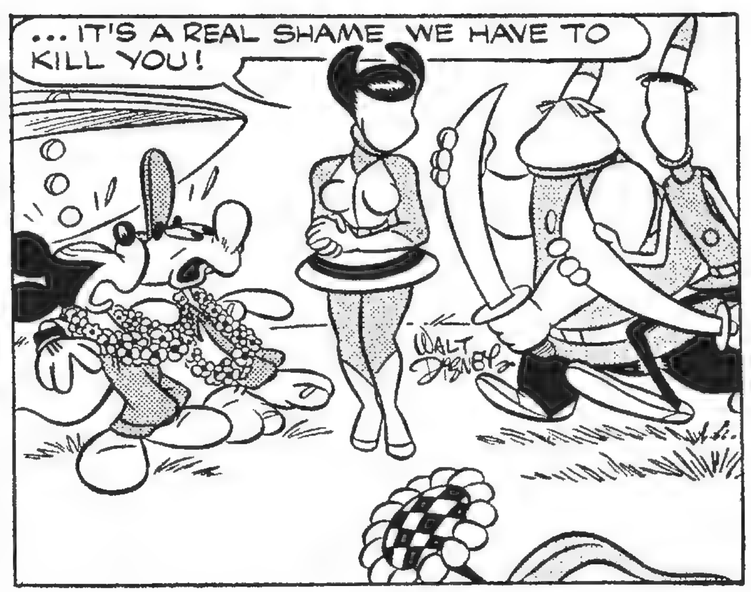

PLEASED TO KNOW YOU! MY NAME IS MICKEY MOUSE... AND I COME FROM THE EARTH!
4-19

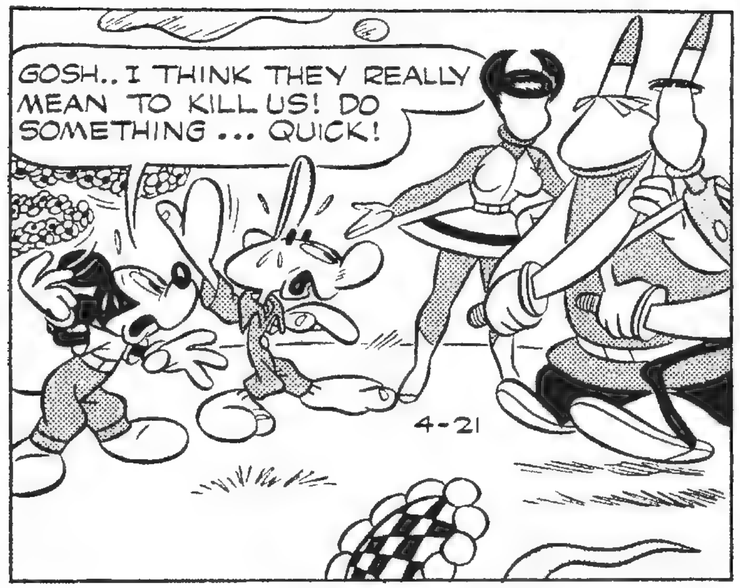
THIS IS MY FRIEND... EEGA BEEVA!
MY! HE'S PRETTY!

ARE ALL EARTH MEN AS PRETTY AS HE IS?
ER... VERY FEW!
WALT DISNEY

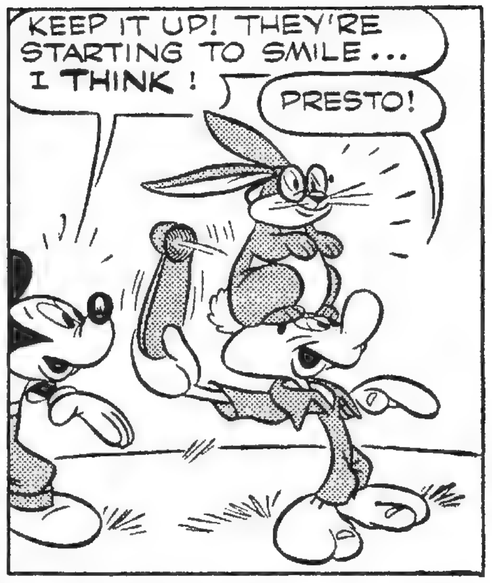

WELCOME TO THE PLANET OF BE-JUNIOR!
THANK YOU!
PGULP!
4-20

YOU'RE VERY KIND! WE WERE AFRAID THE NATIVES HERE MIGHT BE UNFRIENDLY!
OH, NO... WE LIKE YOU VERY MUCH! ...


... IT'S A REAL SHAME WE HAVE TO KILL YOU!
WALT DISNEY


GOSH.. I THINK THEY REALLY MEAN TO KILL US! DO SOMETHING ... QUICK!
4-21

PRESTO-CHANGEO!
OH, MY!
WALT DISNEY


KEEP IT UP! THEY'RE STARTING TO SMILE... I THINK!
PRESTO!

KEEP IT UP, EEGA! MAYBE THEY WON'T KILL US AFTER ALL!
I'M PGETTING TIRED!
4-22

PTAKE A CARD... ANY CARD...
OH, DEAR! ...I'M SORRY...
WALT DISNEY

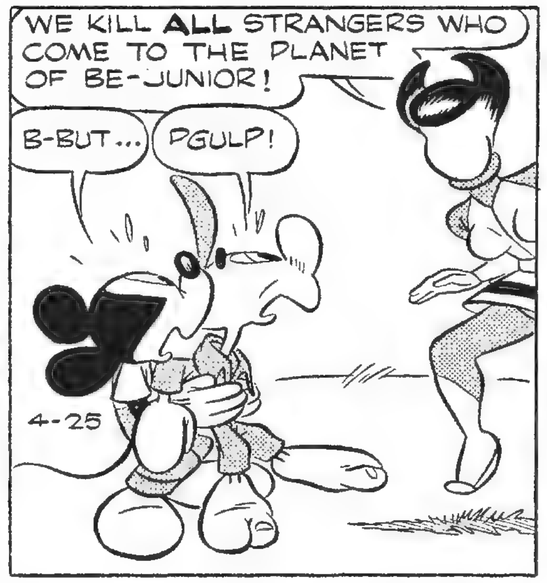
... DO YOU MIND VERY MUCH IF WE KILL YOU NOW? WE'VE GOT TO GET HOME FOR DINNER!
BUT.....!

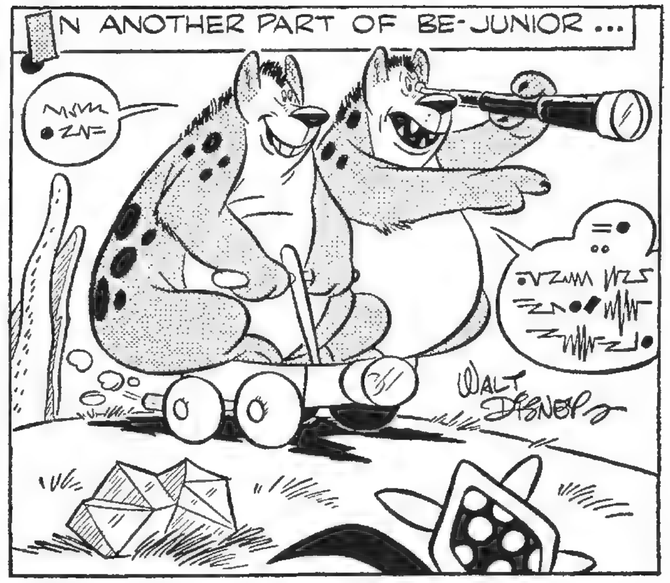
I'M SORRY...BUT IT'S LATE... WE'VE GOT TO KILL YOU NOW!
MICKEE... PCATCH!

STOP.... OR WE'LL SHOOT!
I BEG YOUR PARDON!..?

ER... I GUESS GUNS DON'T WORK, UP ON THIS PLANET!
WALT DISNEY
BLOOP!
BLOOP!
4-23

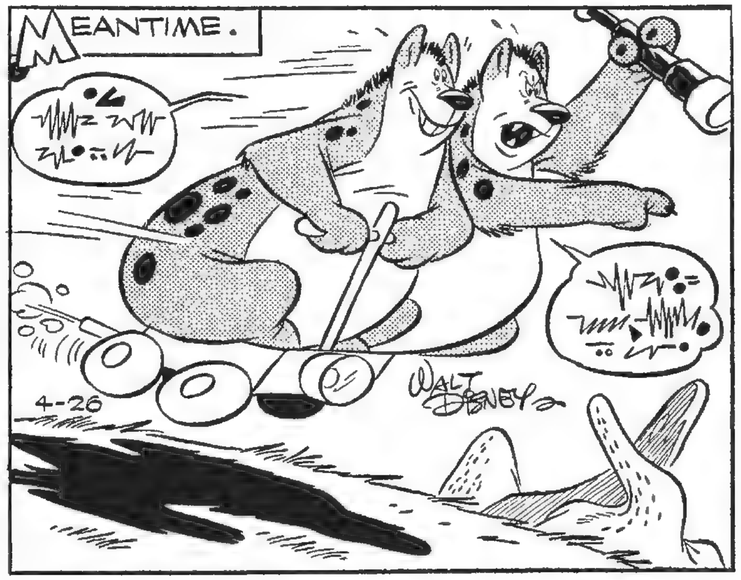
BUT, WOO WOO... WHY MUST YOU KILL US ?
WHAT A SILLY QUESTION!...

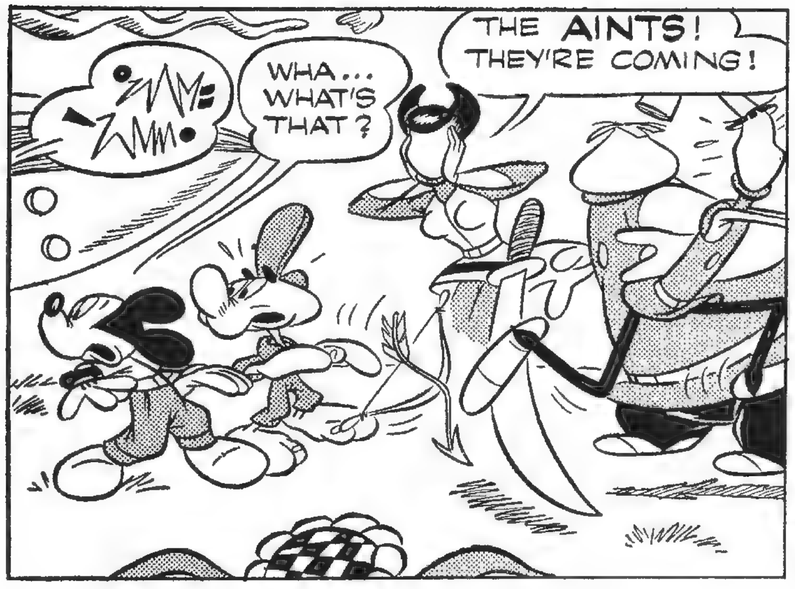

WE KILL ALL STRANGERS WHO COME TO THE PLANET OF BE-JUNIOR!
B-BUT...
PGULP!
4-25

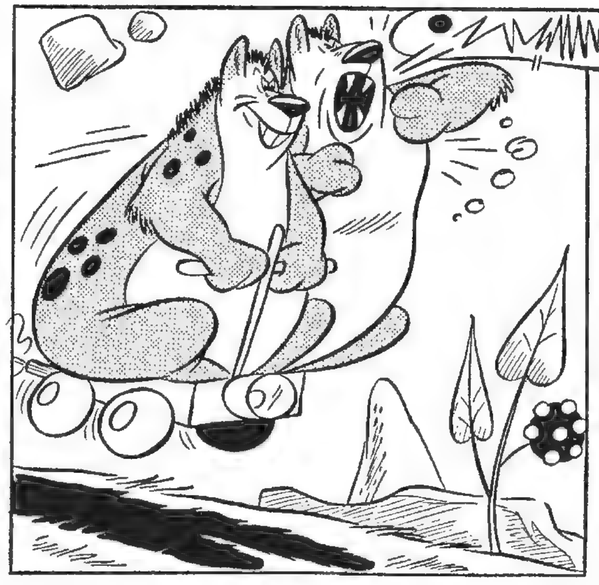

N ANOTHER PART OF BE-JUNIOR...
WALT DISNEY

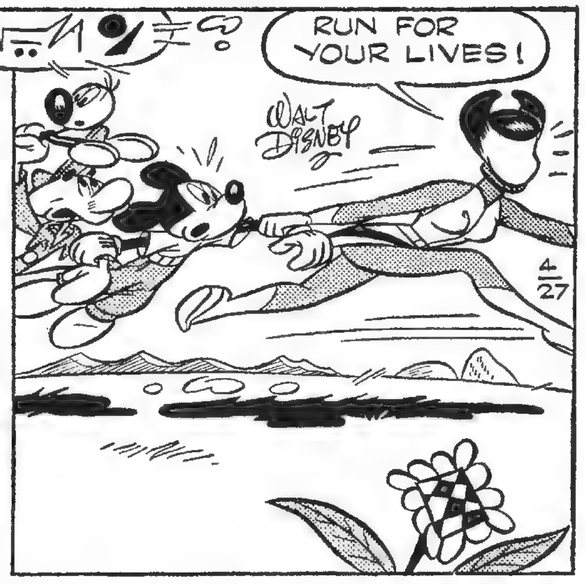
EEGA.. STOP THEM! THEY'RE GOING TO...
I'LL PTRY...

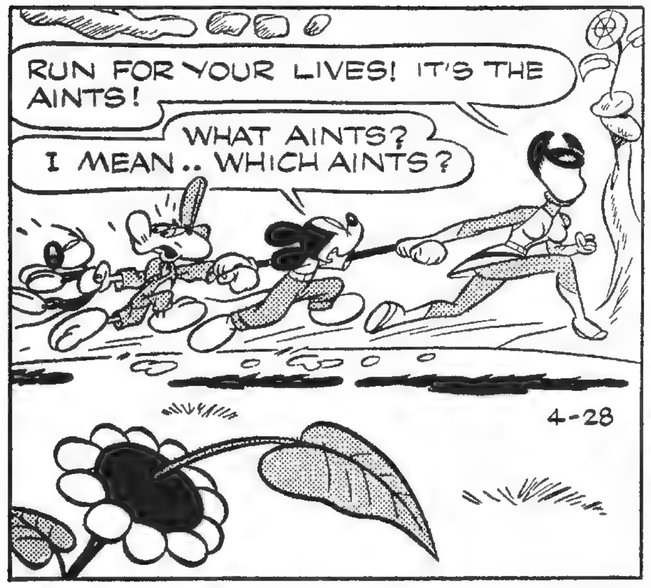
PJUST A MINUTE, PLEASE...
GOOD NIGHT! ...EVEN A BOW AND ARROW DOESN'T WORK ON THIS PLANET!

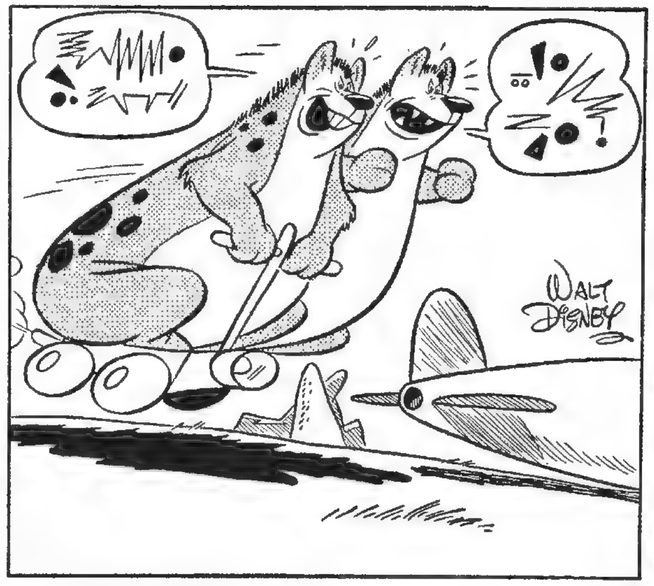

MEANTIME.
WALT DISNEY
4-26


WHA... WHAT'S THAT ?
THE AINTS! THEY'RE COMING!

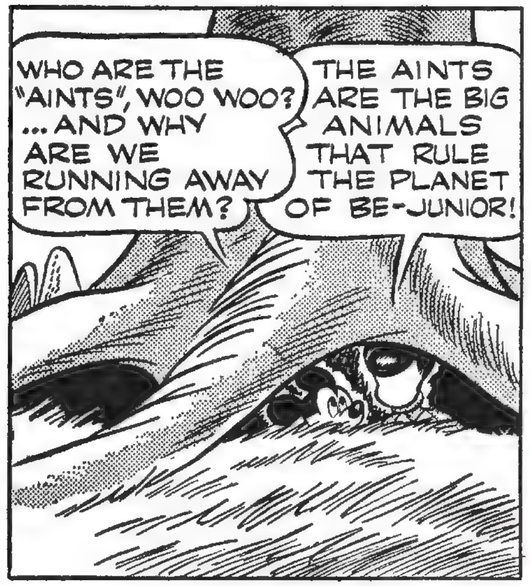


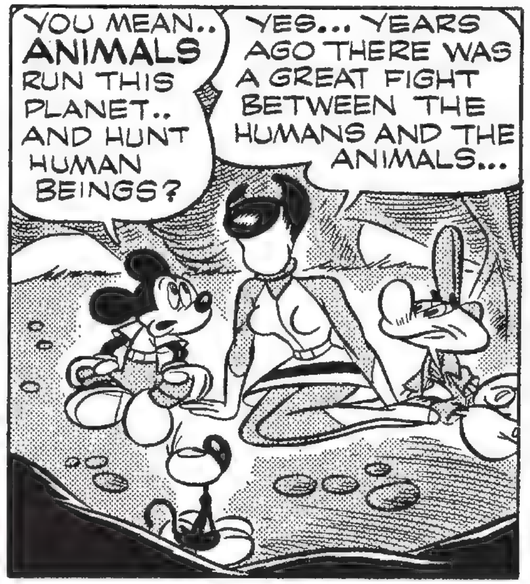

RUN FOR YOUR LIVES!
WALT DISNEY
4/27


RUN FOR YOUR LIVES! IT'S THE AINTS!
WHAT AINTS? I MEAN.. WHICH AINTS?
4-28

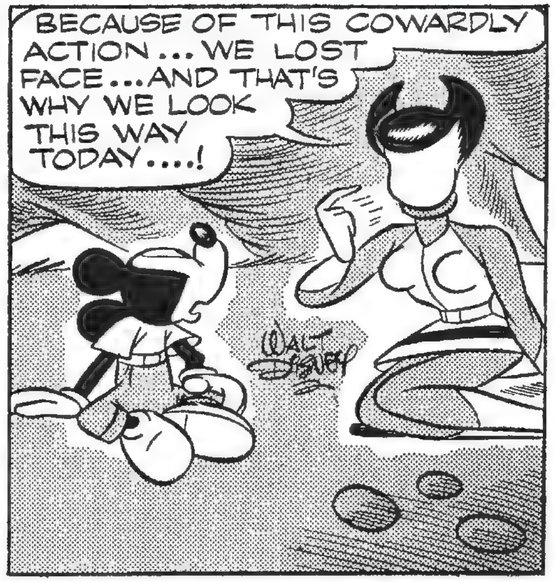

WALT DISNEY

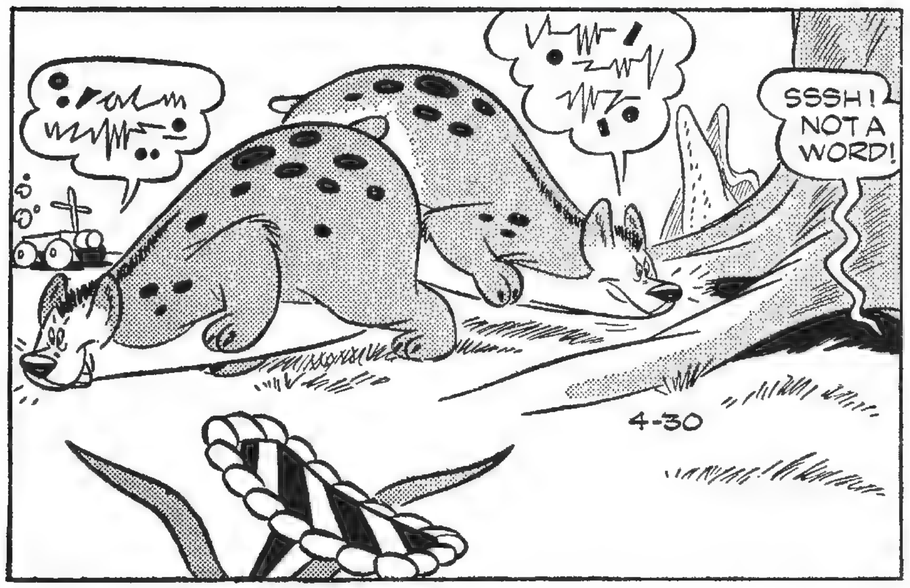
QUICK! INTO THE ROOTS OF THIS DAISY!
HUH? SOME DAISY!

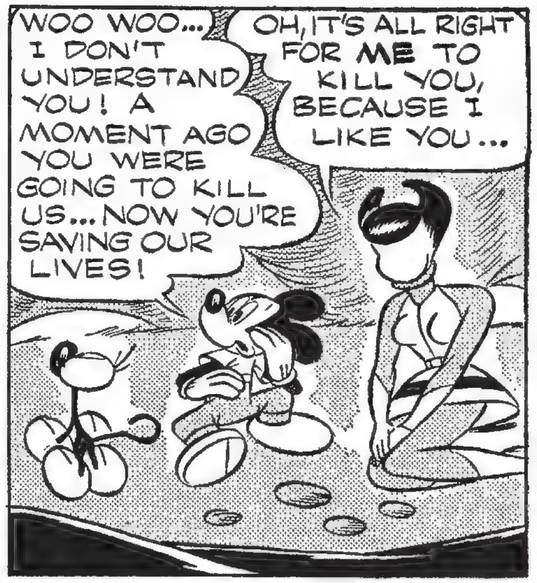

WHO ARE THE "AINTS", WOO WOO? ...AND WHY ARE WE RUNNING AWAY FROM THEM?
THE AINTS ARE THE BIG ANIMALS THAT RULE THE PLANET OF BE-JUNIOR!

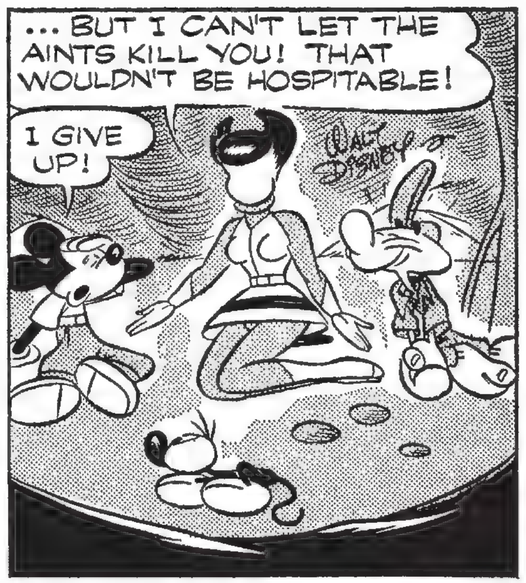

YOU MEAN.. ANIMALS RUN THIS PLANET.. AND HUNT HUMAN BEINGS?
YES... YEARS AGO THERE WAS A GREAT FIGHT BETWEEN THE HUMANS AND THE ANIMALS...

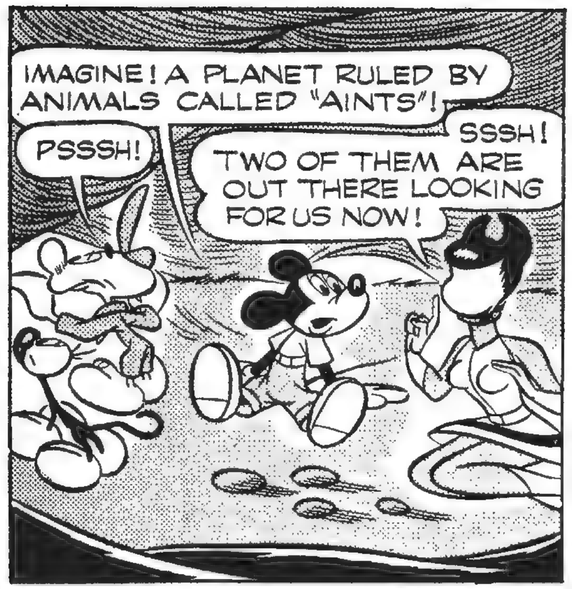
...AND THE HUMANS BECAME FRIGHTENED AND RAN AWAY...
4-29

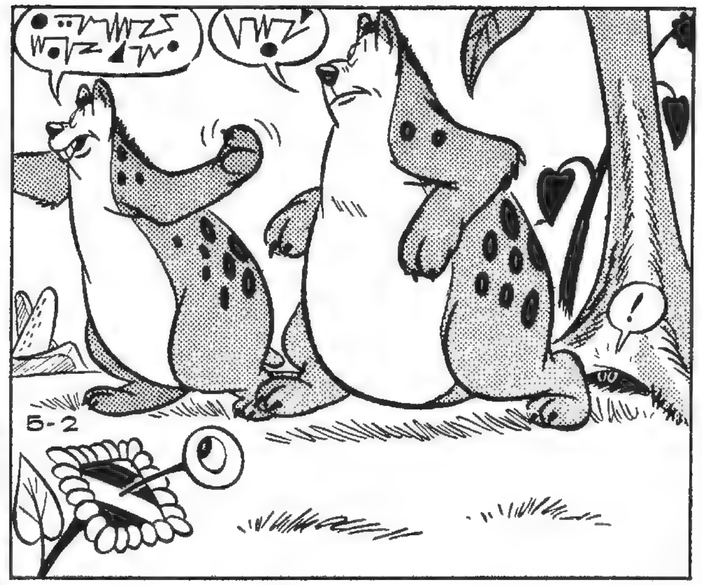

BECAUSE OF THIS COWARDLY ACTION... WE LOST FACE...AND THAT'S WHY WE LOOK THIS WAY TODAY....!
WALT DISNEY

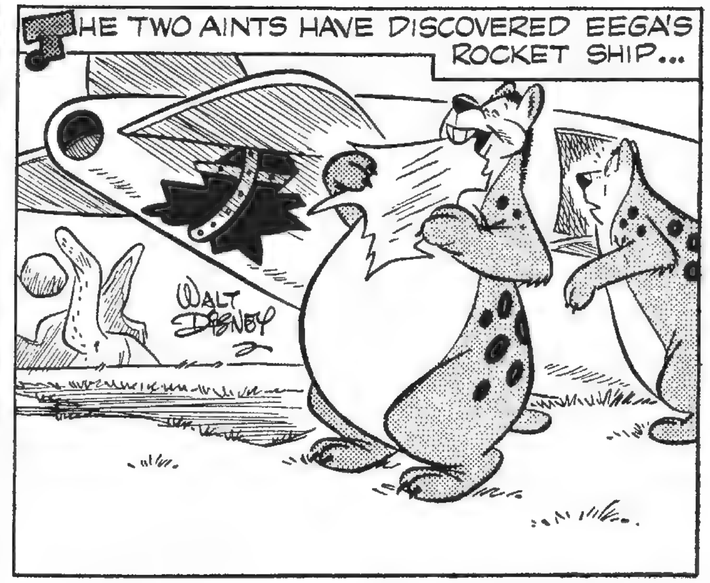

SSSH! NOT A WORD!
4-30

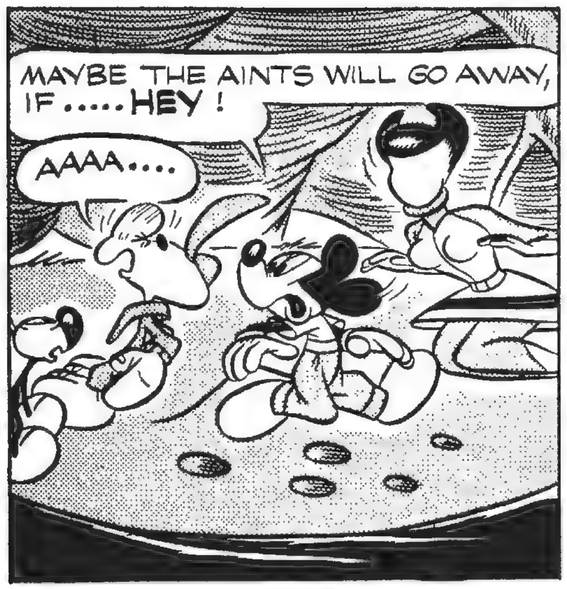

WOO WOO... I DON'T UNDERSTAND YOU! A MOMENT AGO YOU WERE GOING TO KILL US... NOW YOU'RE SAVING OUR LIVES!
OH, IT'S ALL RIGHT FOR ME TO KILL YOU, BECAUSE I LIKE YOU...

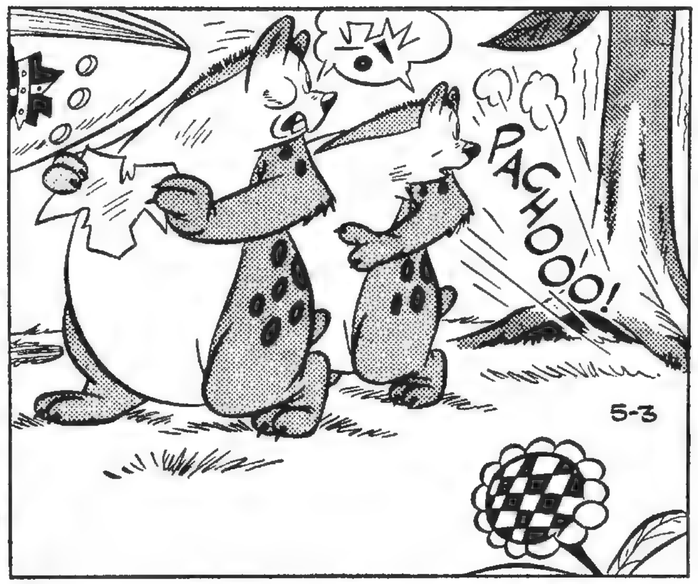

... BUT I CAN'T LET THE AINTS KILL YOU! THAT WOULDN'T BE HOSPITABLE!
I GIVE UP!
WALT DISNEY

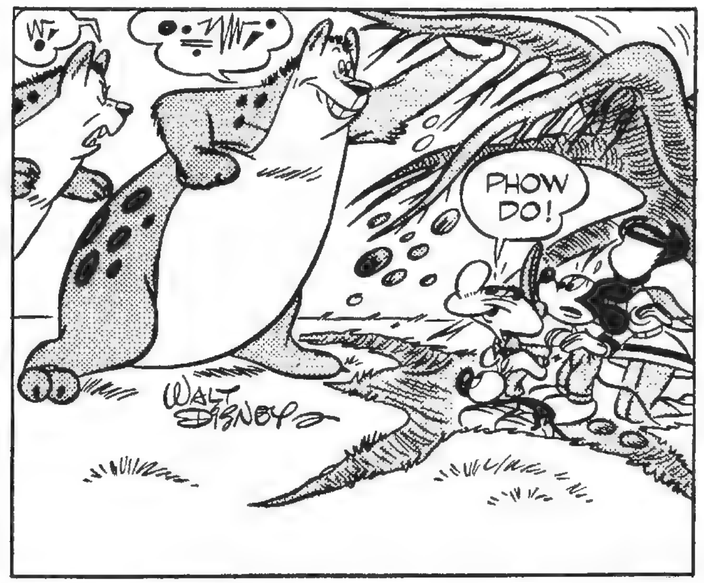

IMAGINE! A PLANET RULED BY ANIMALS CALLED "AINTS"!
PSSSH!
SSSH! TWO OF THEM ARE OUT THERE LOOKING FOR US NOW!

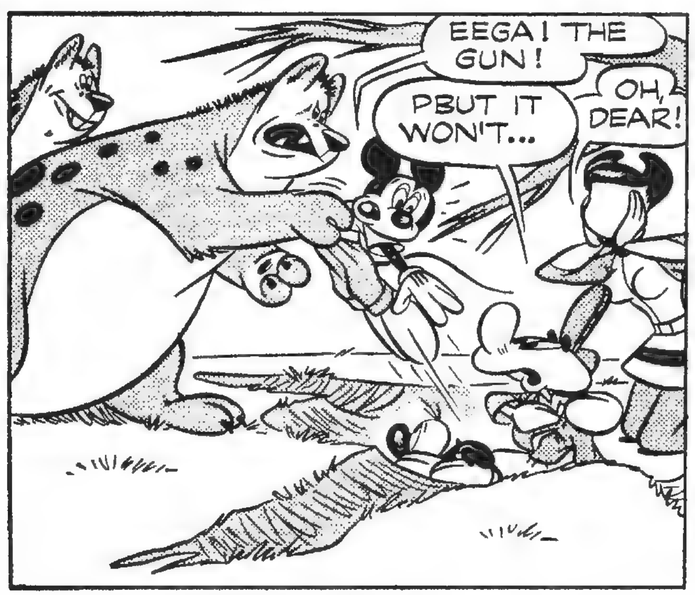

!
5-2

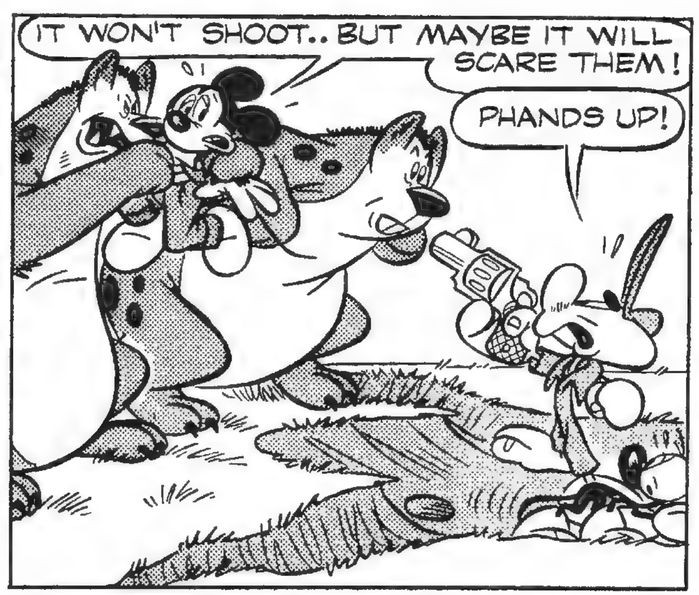

THE TWO AINTS HAVE DISCOVERED EEGA'S ROCKET SHIP...
WALT DISNEY

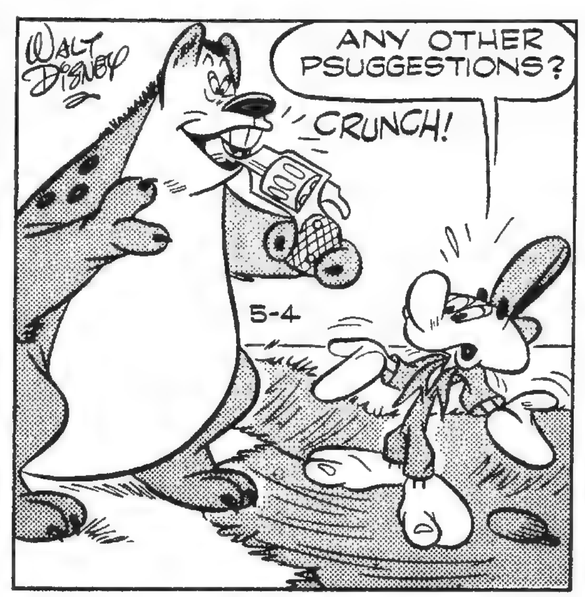

MAYBE THE AINTS WILL GO AWAY, IF.....HEY!
AAAA....


PACHOO!
5-3


PHOW DO!
WALT DISNEY


EEGA! THE GUN!
PBUT IT WON'T...
OH, DEAR!


IT WON'T SHOOT.. BUT MAYBE IT WILL SCARE THEM!
PHANDS UP!

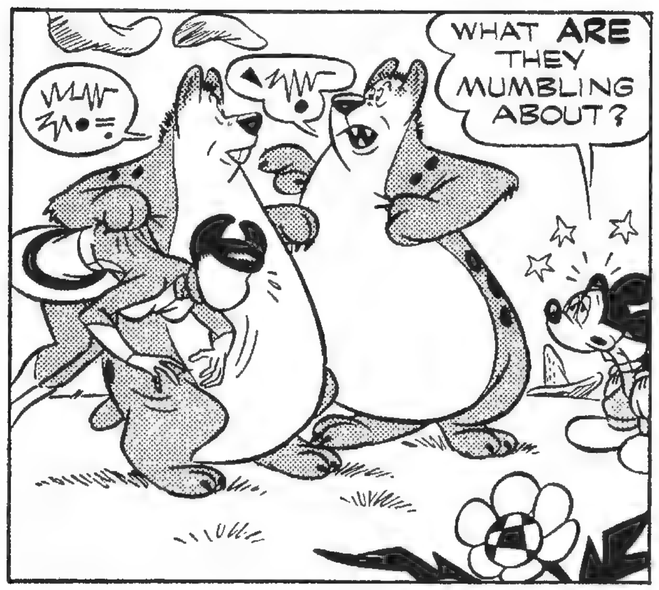

WALT DISNEY
ANY OTHER PSUGGESTIONS?
CRUNCH!
5-4

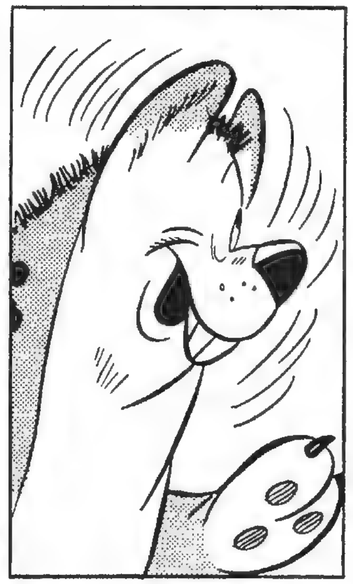
IF WE ONLY KNEW WHAT THEY WERE SAYING!
MAYBE THEY'LL UNDERSTAND INDIAN SIGN LANGUAGE!

HOW! WE ARE FRIENDS...
PYEAH... PFRIENDS!

WE BRING PEACE... WE..ER .. LOVE YOU...
PHOW!
WALT DISNEY
5/5

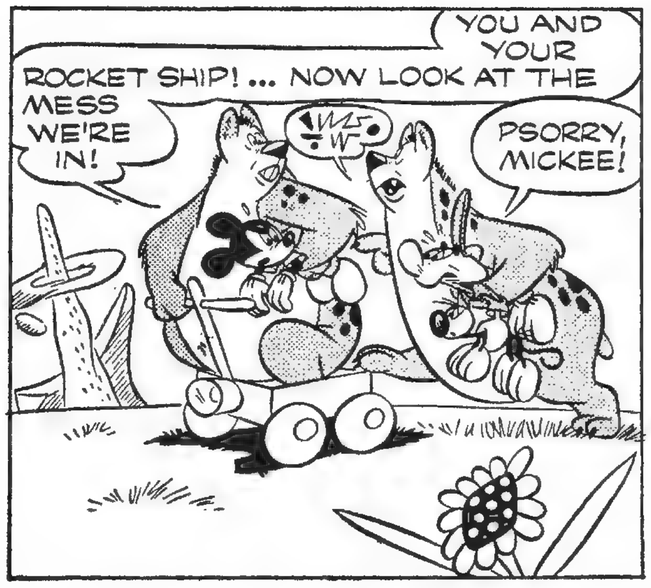
PWRONG TRIBE!
SPONK!


WHAT ARE THEY MUMBLING ABOUT?



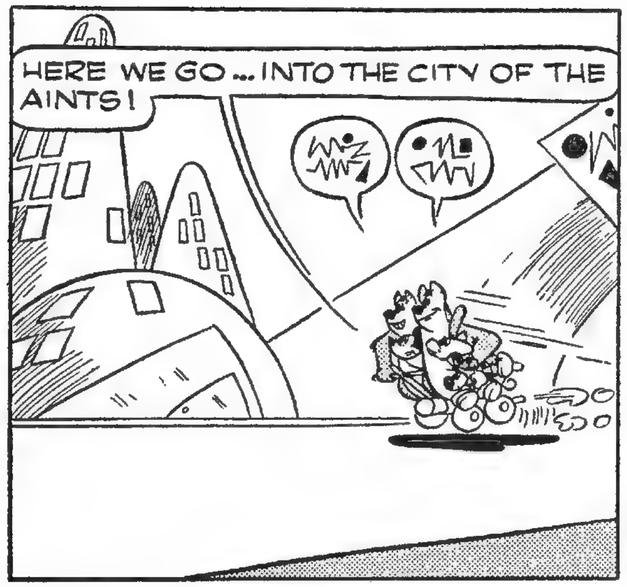
WOO WOO! PSHE'S PGONE!

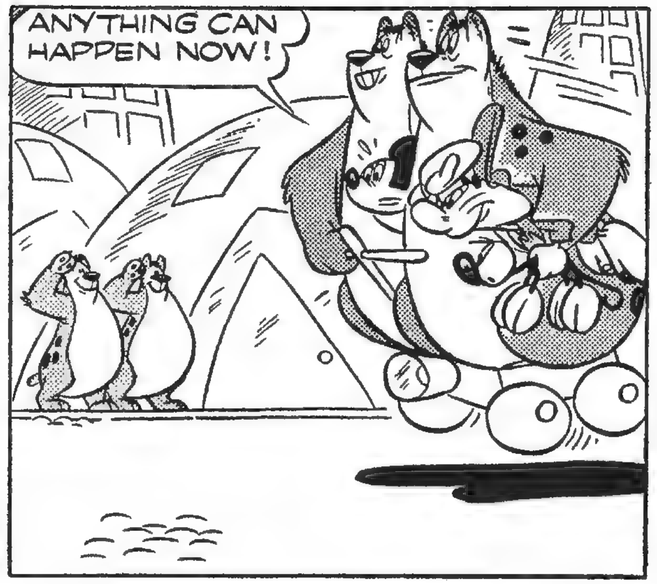
HOPE SHE WON'T CATCH COLD!
WALT DISNEY
5-6

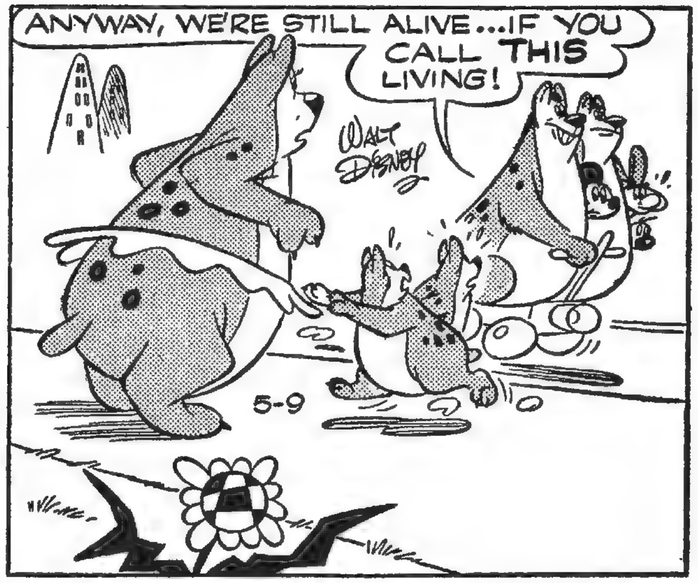

YOU AND YOUR ROCKET SHIP! ... NOW LOOK AT THE MESS WE'RE IN!
PSORRY, MICKEE!

WELL.. ANYWAY THIS WILL BE SOMETHING TO TELL OUR GRANDCHILDREN ...IF WE LIVE TO TELL IT!

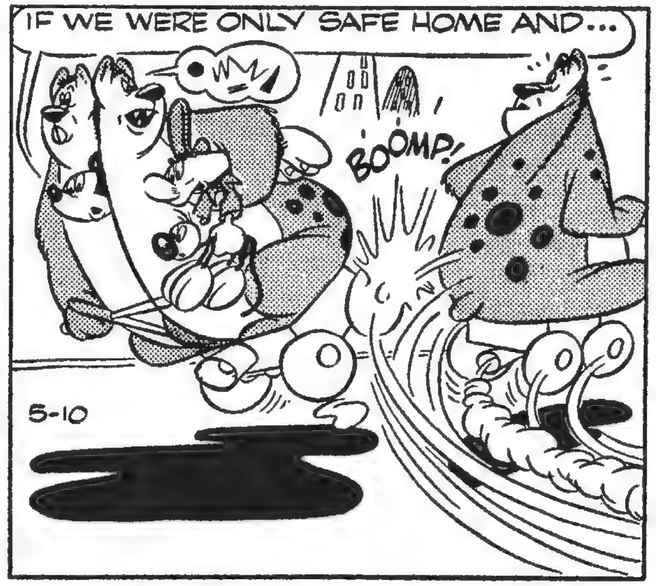
SAY! LOOKS LIKE WE'RE GOING TO TOWN!
WALT DISNEY
5-7

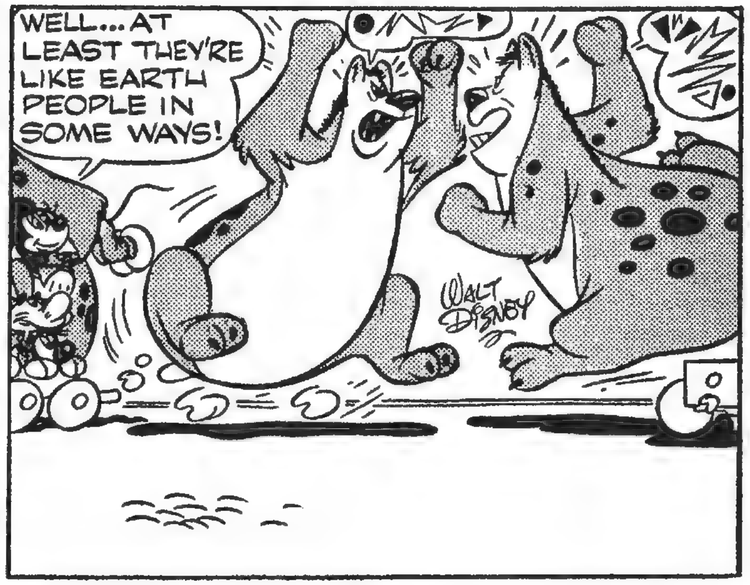

HERE WE GO ... INTO THE CITY OF THE AINTS!

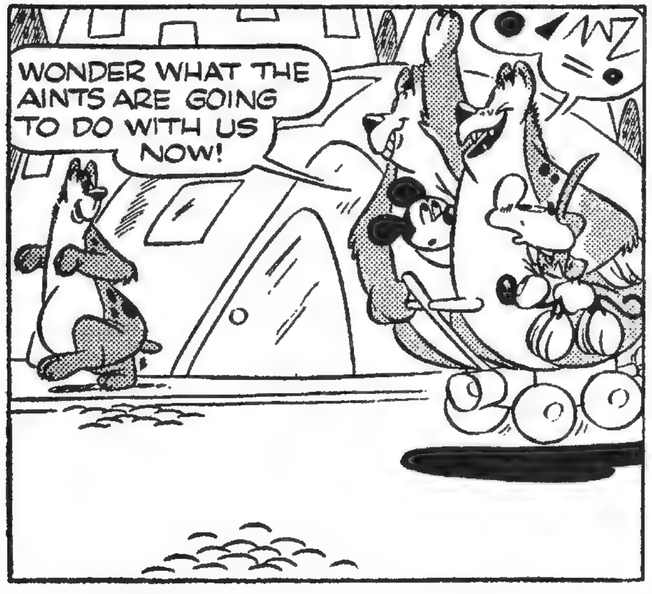

ANYTHING CAN HAPPEN NOW!


ANYWAY, WE'RE STILL ALIVE ... IF YOU CALL THIS LIVING!
WALT DISNEY
5-9

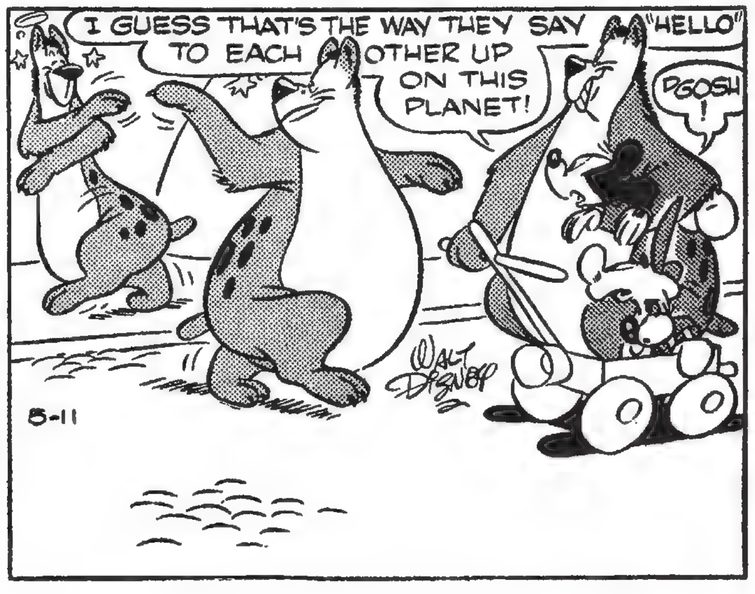
THIS PLANET "BE-JUNIOR" IS CERTAINLY A STRANGE PLACE!
YOU PSAID IT!

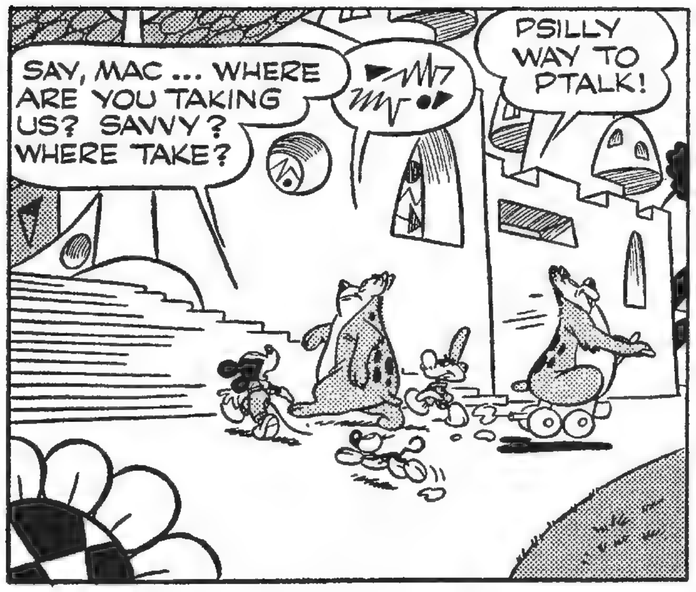

IF WE WERE ONLY SAFE HOME AND...
BOOMP!
5-10


WELL... AT LEAST THEY'RE LIKE EARTH PEOPLE IN SOME WAYS!
WALT DISNEY


WONDER WHAT THE AINTS ARE GOING TO DO WITH US NOW!

OH-OH! LOOKS LIKE A FIGHT!

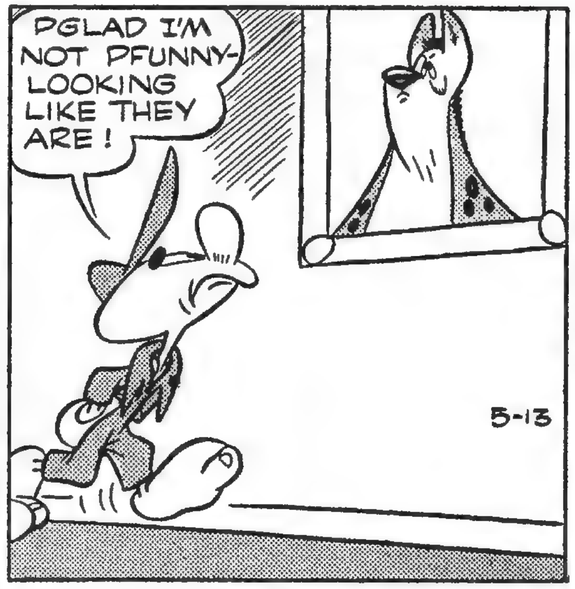

I GUESS THAT'S THE WAY THEY SAY "HELLO" TO EACH OTHER UP ON THIS PLANET!
GOSH!
WALT DISNEY
5-11

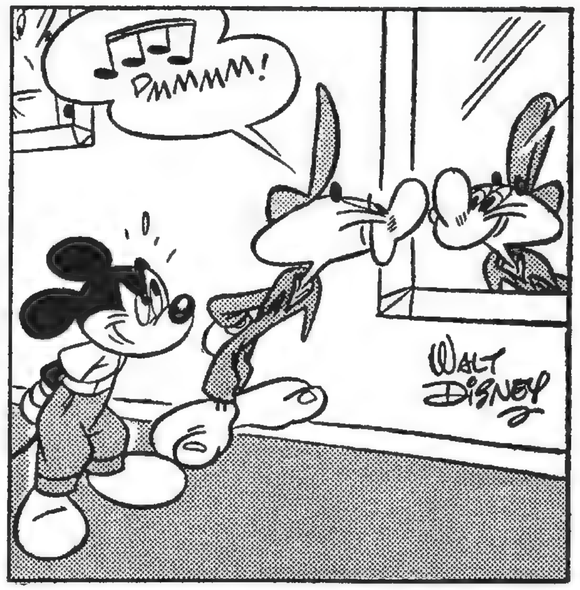

SAY, MAC ... WHERE ARE YOU TAKING US? SAVVY? WHERE TAKE?
PSILLY WAY TO PTALK!

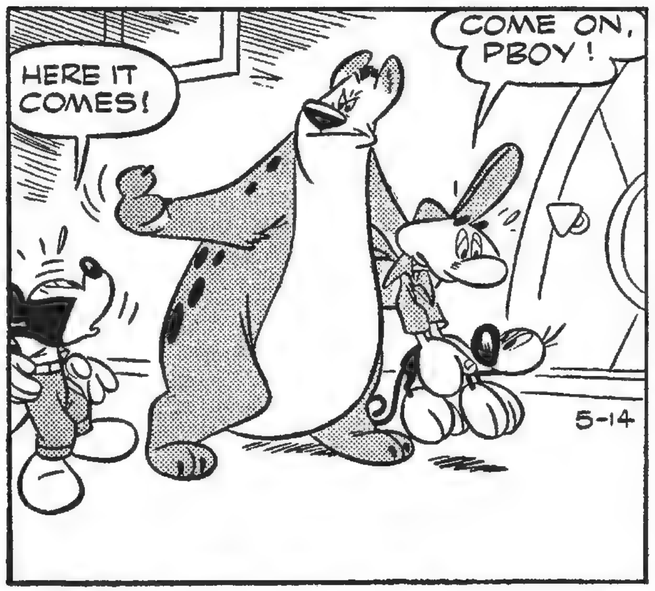
GOSH... WHOEVER LIVES HERE MUST BE PRETTY IMPORTANT!
PYEAH!

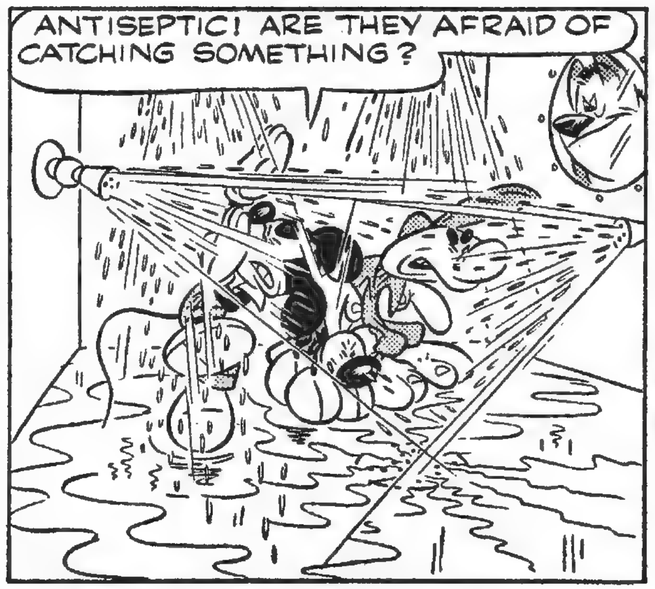
SEEMS TO HAVE QUITE A FAMILY GALLERY, TOO!
WALT DISNEY
5-12

SOME ANCESTORS, HUH, EEGA?
PYEAH!

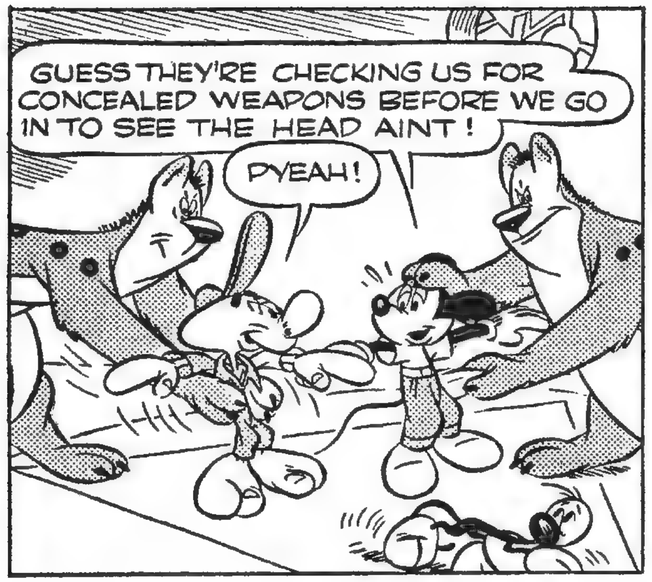

PGLAD I'M NOT PFUNNY-LOOKING LIKE THEY ARE!
5-13

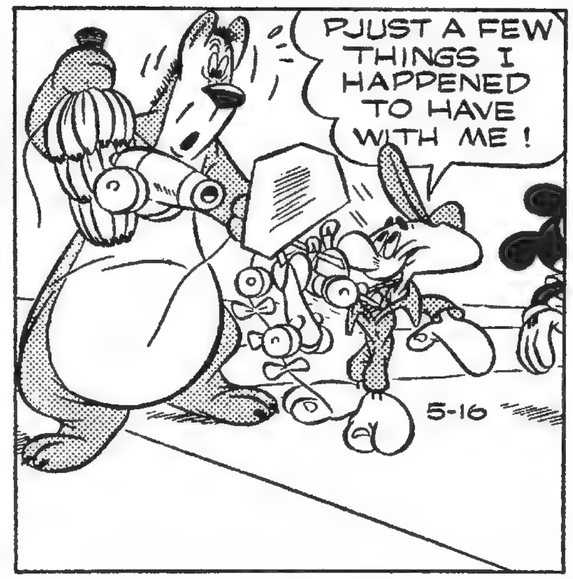

PMMMM!
WALT DISNEY


HERE IT COMES!
COME ON, PBOY!
5-14


ANTISEPTIC! ARE THEY AFRAID OF CATCHING SOMETHING?

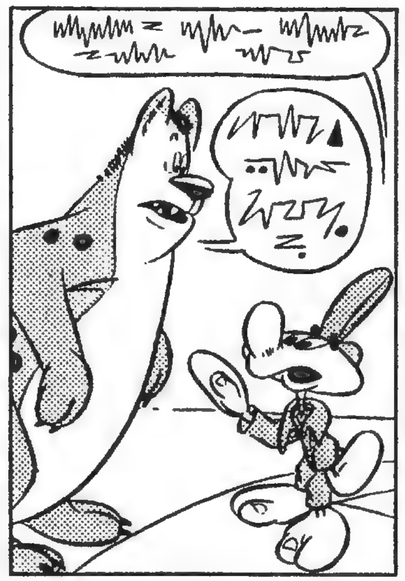
THEY MUST BE GETTING READY TO SHOW US TO THE HEAD AINT!
WALT DISNEY


GUESS THEY'RE CHECKING US FOR CONCEALED WEAPONS BEFORE WE GO IN TO SEE THE HEAD AINT!
PYEAH!


PJUST A FEW THINGS I HAPPENED TO HAVE WITH ME!
5-16

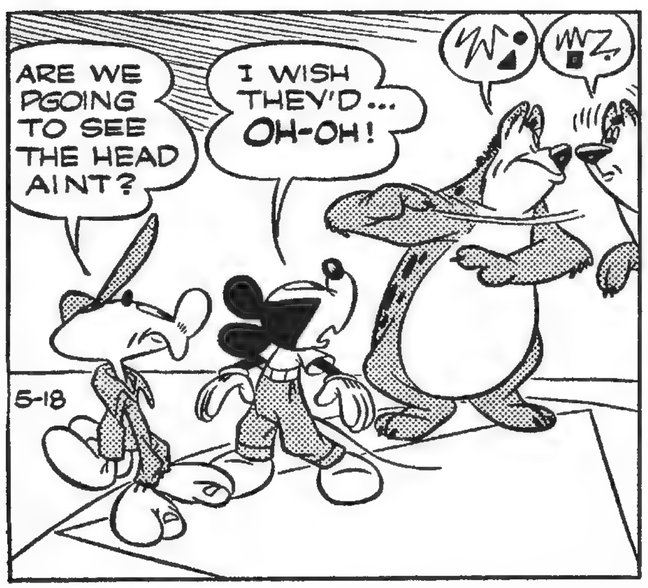
PHERE'S ONE YOU PMISSED!
WALT DISNEY

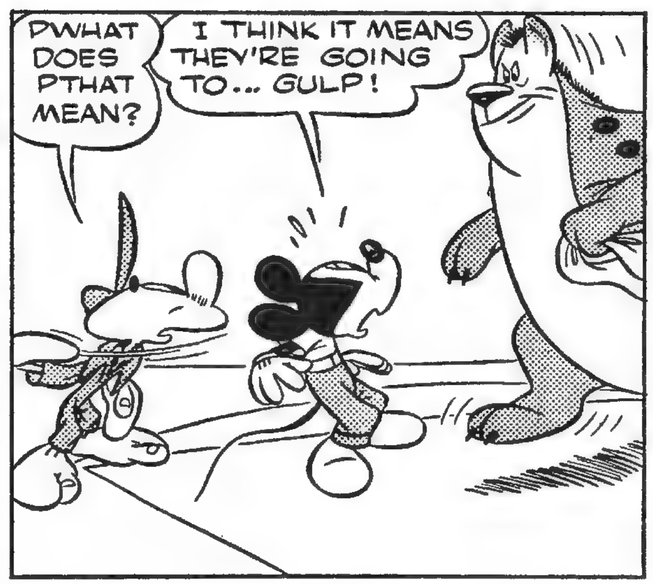
EEGA BEEVA.. THAT SOUNDS LIKE TALK YOU USED TO MAKE TO ANIMALS AND THINGS! WHY DON'T YOU TRY IT?
POKAY! I'LL PTRY!

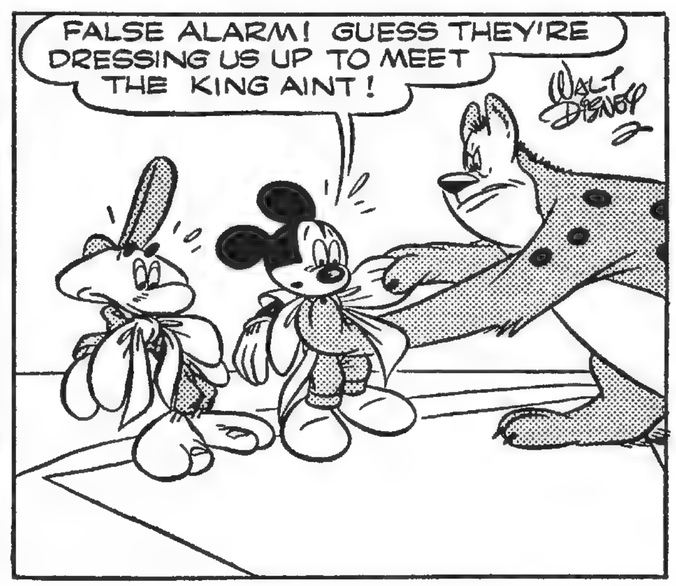


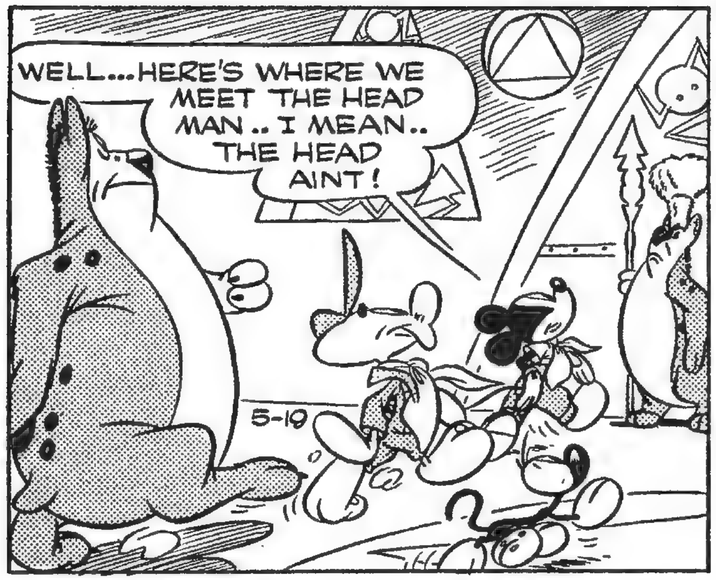
5-17

WELL? WHAT DID HE SAY?
PDON'T PKNOW! HE HAS PSUCH A PFOREIGN ACCENT!
WALT DISNEY

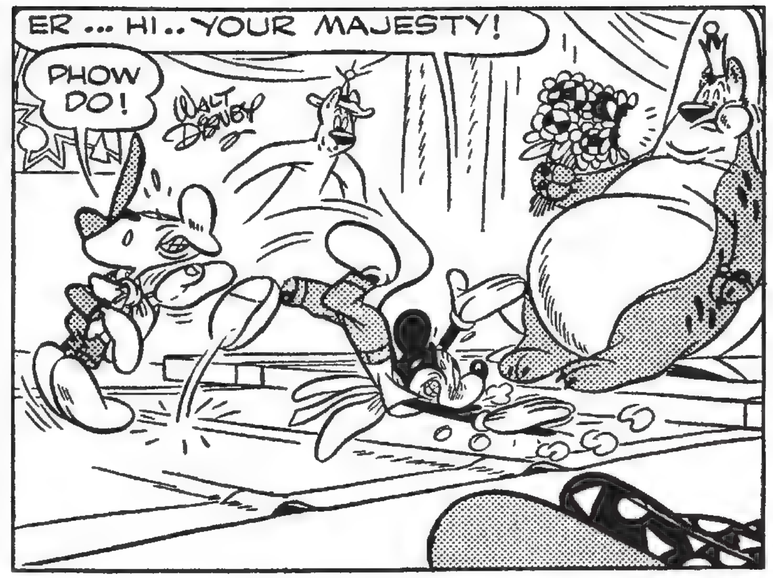

ARE WE PGOING TO SEE THE HEAD AINT?
I WISH THEY'D... OH-OH!
5-18

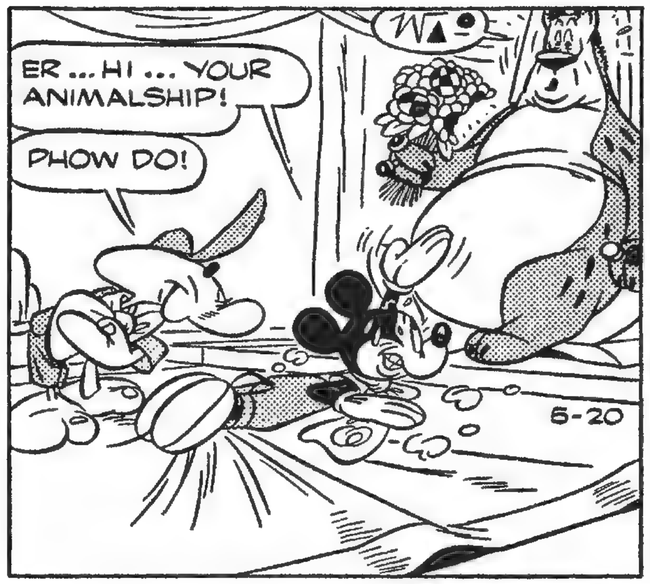

PWHAT DOES PTHAT MEAN?
I THINK IT MEANS THEY'RE GOING TO... GULP!

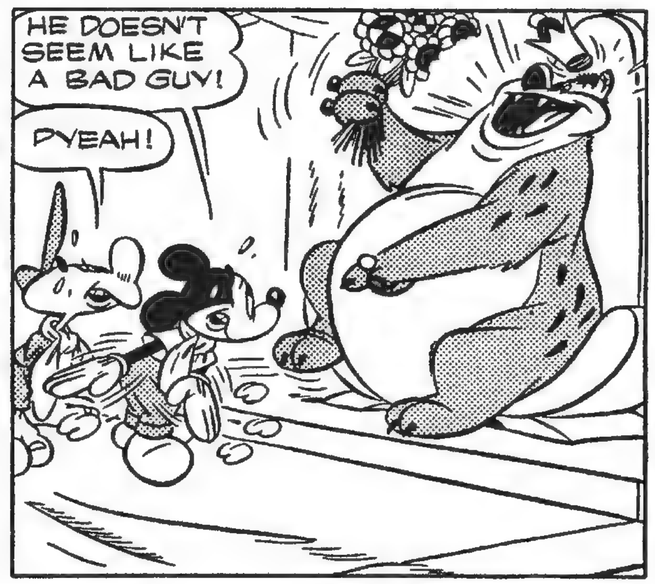

FALSE ALARM! GUESS THEY'RE DRESSING US UP TO MEET THE KING AINT!
WALT DISNEY

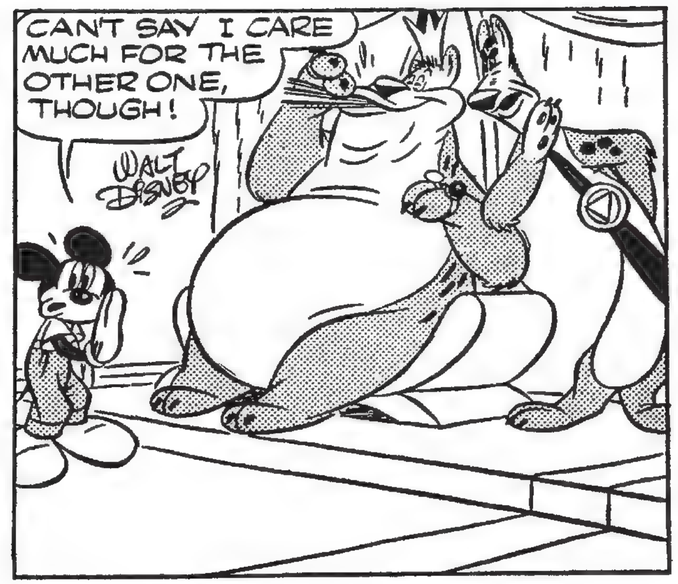

WELL...HERE'S WHERE WE MEET THE HEAD MAN.. I MEAN.. THE HEAD AINT!
5-19

REMEMBER ... NO MATTER WHAT HAPPENS... BE DIGNIFIED! VERY DIGNIFIED!
POKAY!

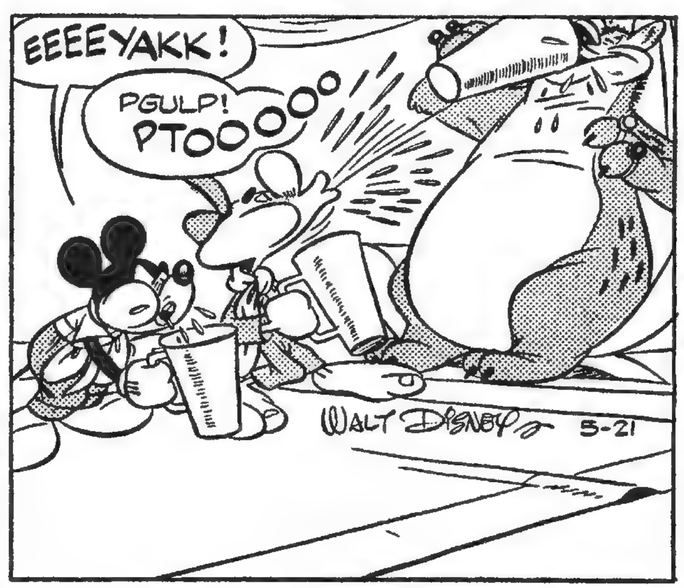

ER ... HI.. YOUR MAJESTY!
PHOW DO!
WALT DISNEY

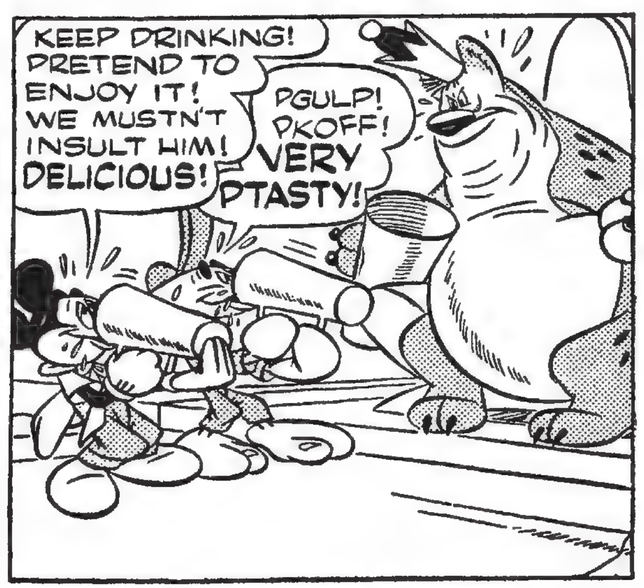

ER ... HI ... YOUR ANIMALSHIP!
PHOW DO!
5-20

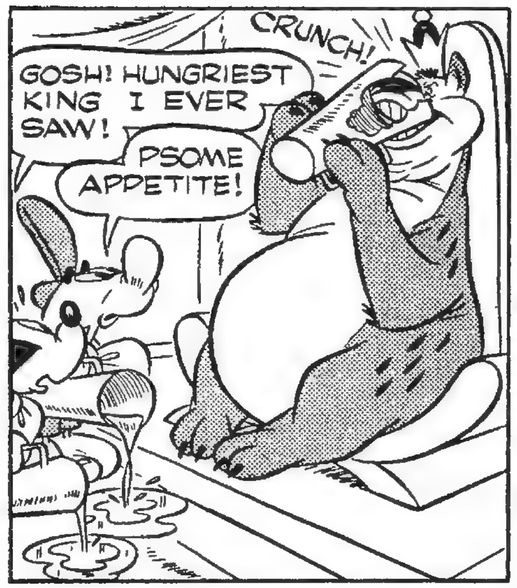

HE DOESN'T SEEM LIKE A BAD GUY!
PYEAH!

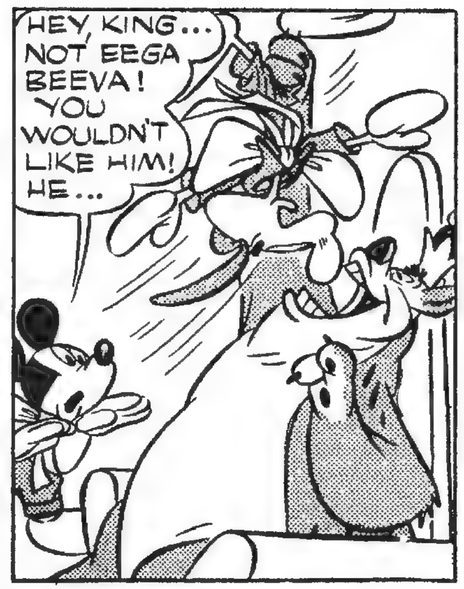

CAN'T SAY I CARE MUCH FOR THE OTHER ONE, THOUGH!
WALT DISNEY

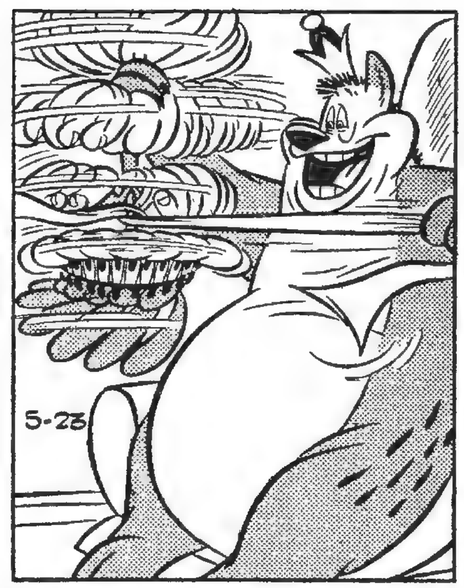
THE KING WANTS US TO DRINK WITH HIM!
POKAY!

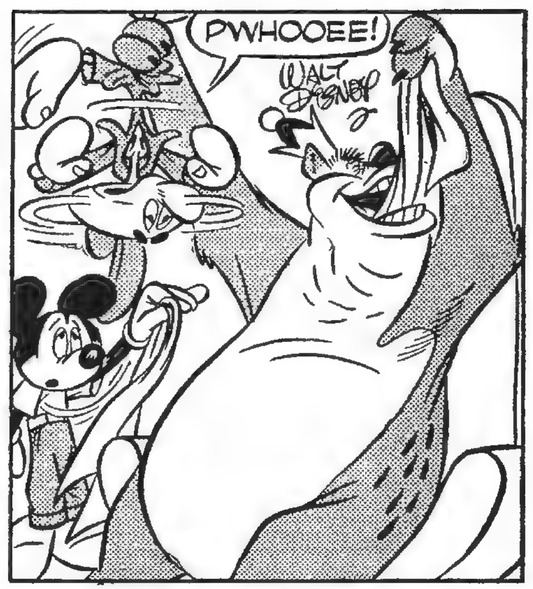

EEEEYAKK!
PGULP! PTOOOOO
WALT DISNEY
5-21

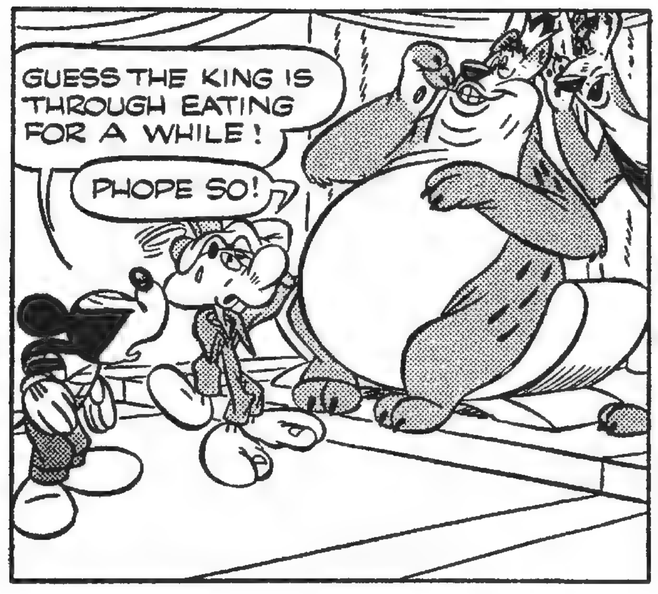

KEEP DRINKING! PRETEND TO ENJOY IT! WE MUSTN'T INSULT HIM! DELICIOUS!
PGULP! PKOFF! VERY PTASTY!

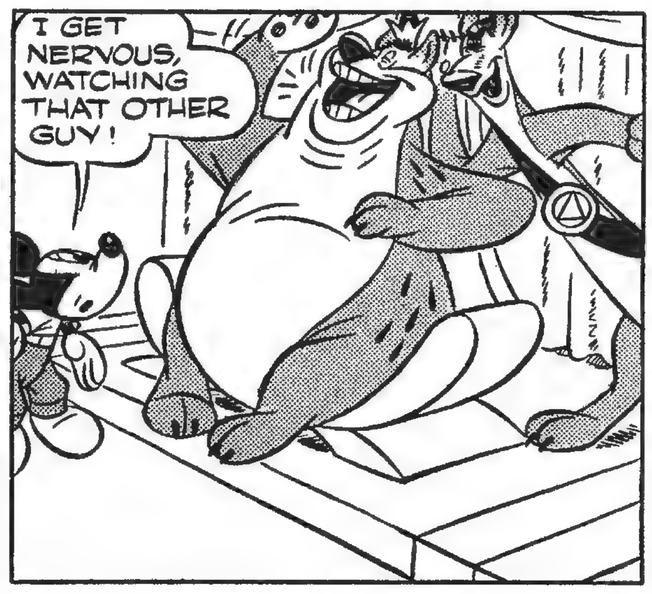

CRUNCH!
GOSH! HUNGRIEST KING I EVER SAW!
PSOME APPETITE!

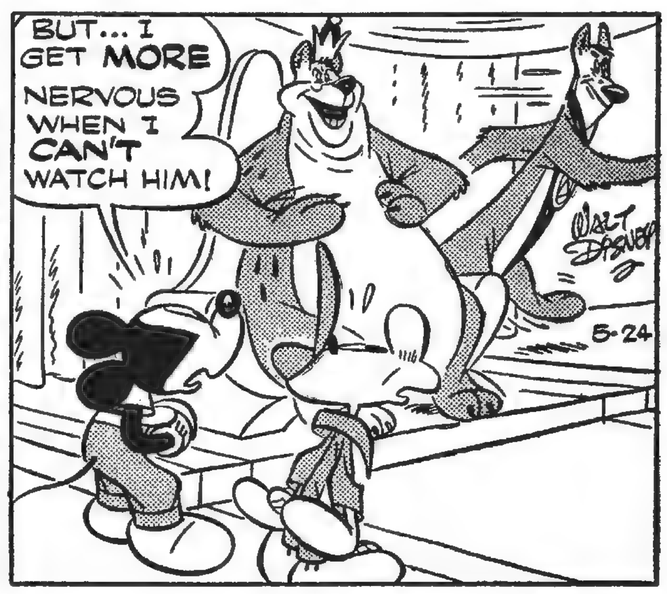

HEY, KING... NOT EEGA BEEVA! YOU WOULDN'T LIKE HIM! HE...

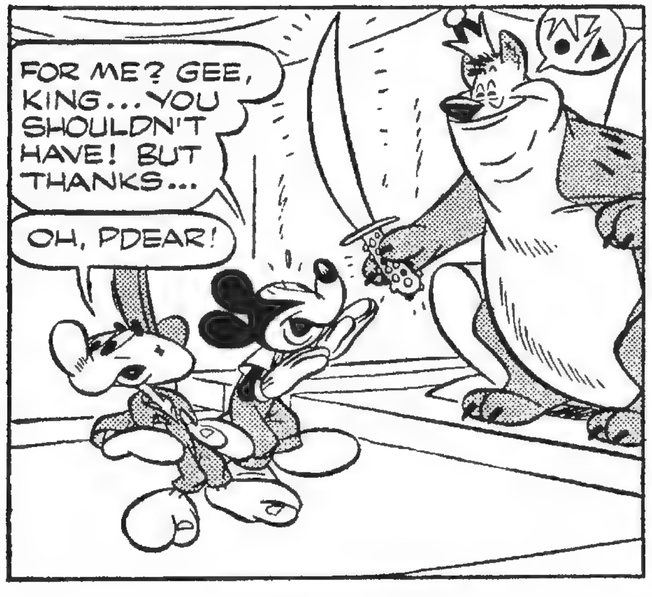

5-23


PWHOOEE!
WALT DISNEY

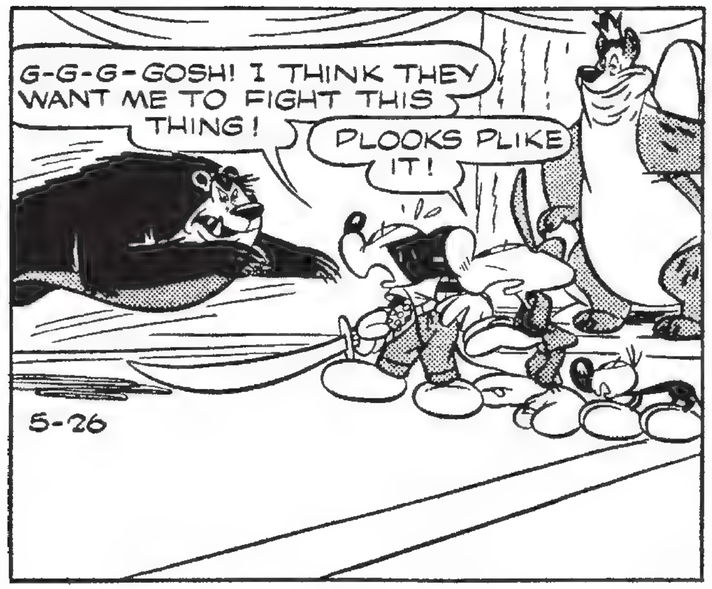

GUESS THE KING IS THROUGH EATING FOR A WHILE!
PHOPE SO!

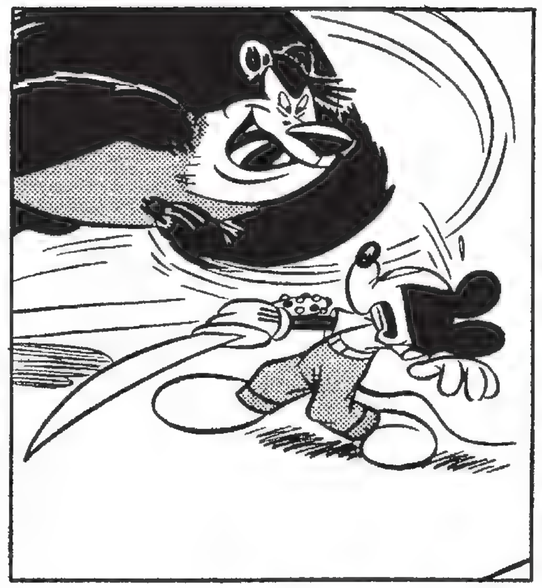

I GET NERVOUS, WATCHING THAT OTHER GUY!

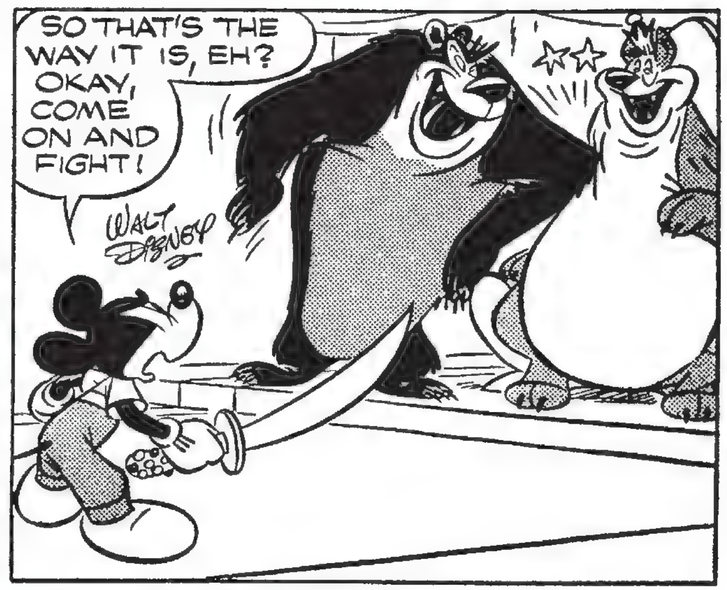

BUT... I GET MORE NERVOUS WHEN I CAN'T WATCH HIM!
WALT DISNEY
5-24

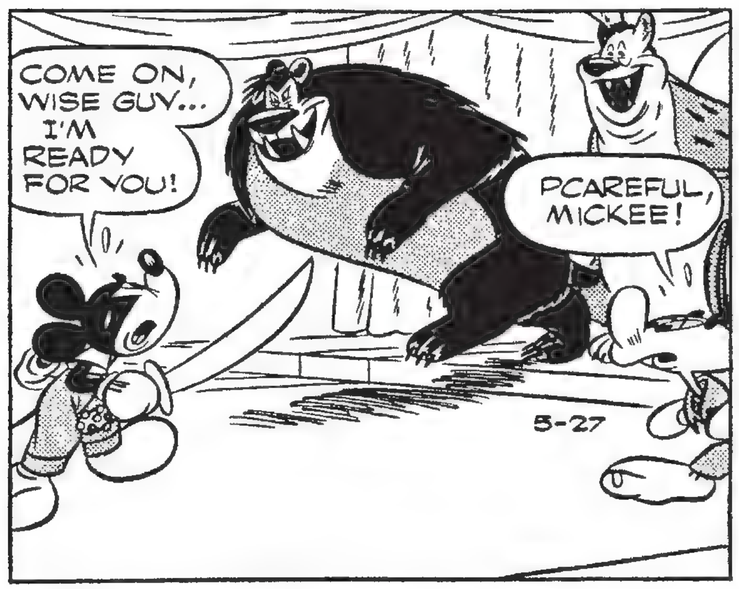

FOR ME? GEE, KING... YOU SHOULDN'T HAVE! BUT THANKS...
OH, PDEAR!

ER.. HERE, KING ... I CAN'T ACCEPT IT! YOU TAKE IT!
WALT DISNEY
5-25

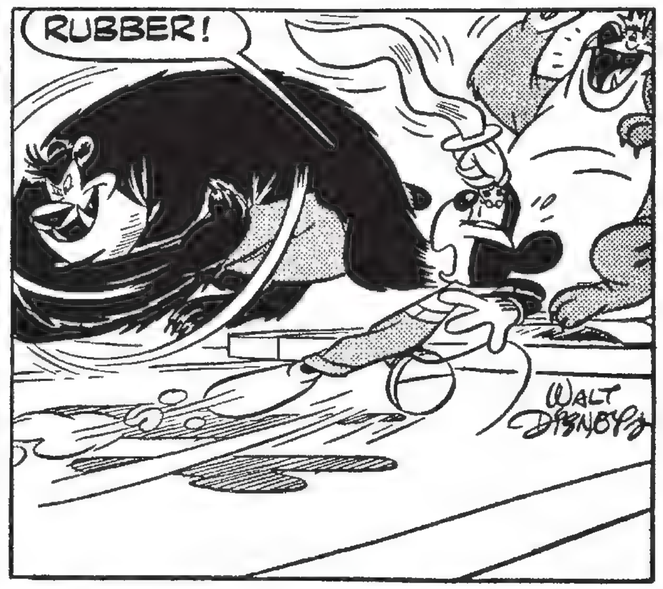

G-G-G-GOSH! I THINK THEY WANT ME TO FIGHT THIS THING!
PLOOKS PLIKE IT!
5-26

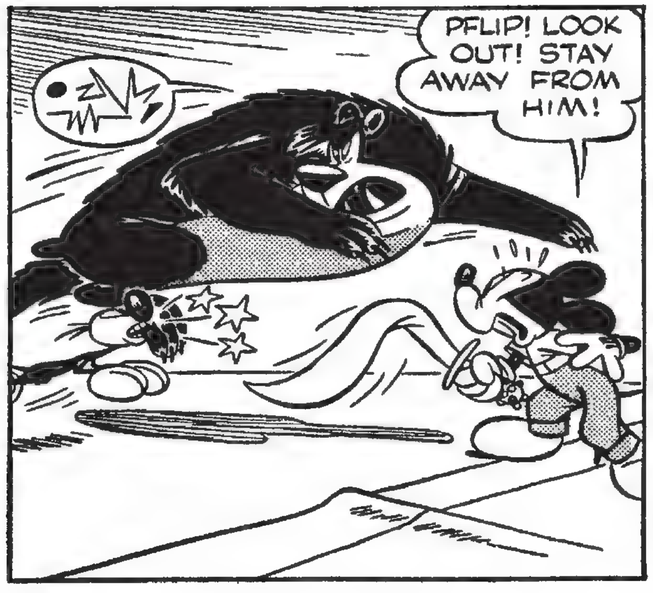


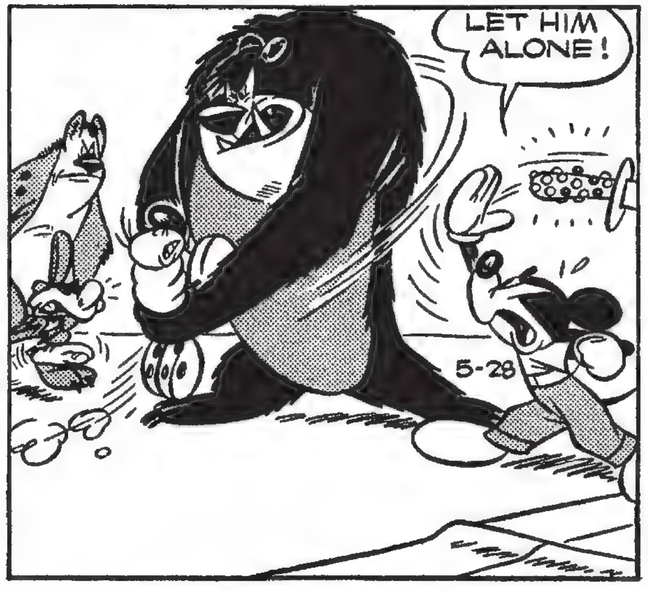

SO THAT'S THE WAY IT IS, EH? OKAY, COME ON AND FIGHT!
WALT DISNEY

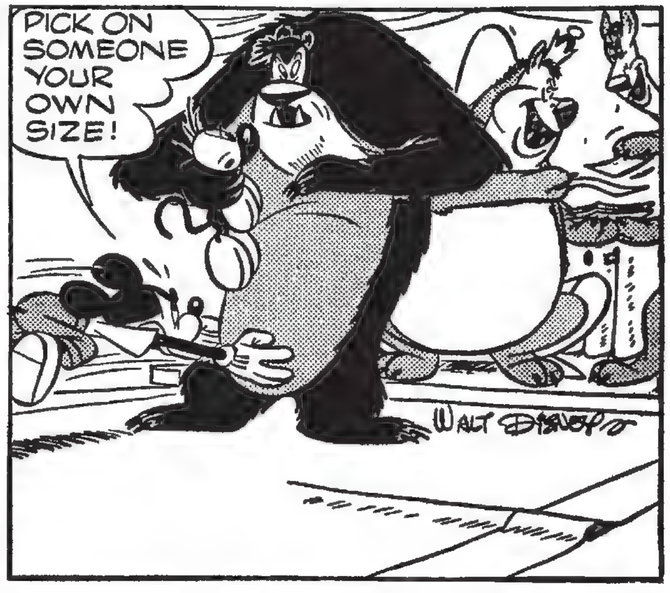

COME ON, WISE GUY... I'M READY FOR YOU!
PCAREFUL, MICKEE!
5-27

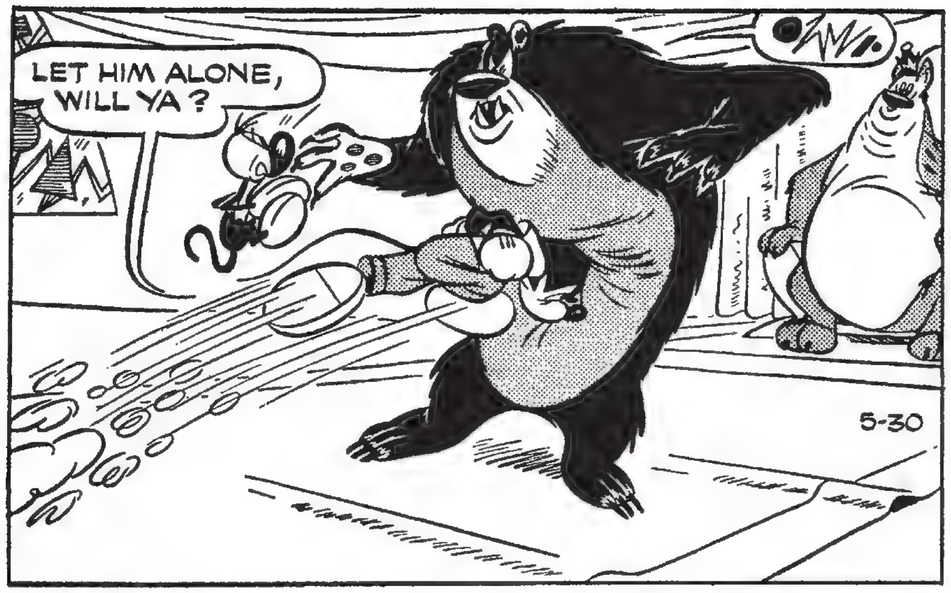
THERE! HUH?

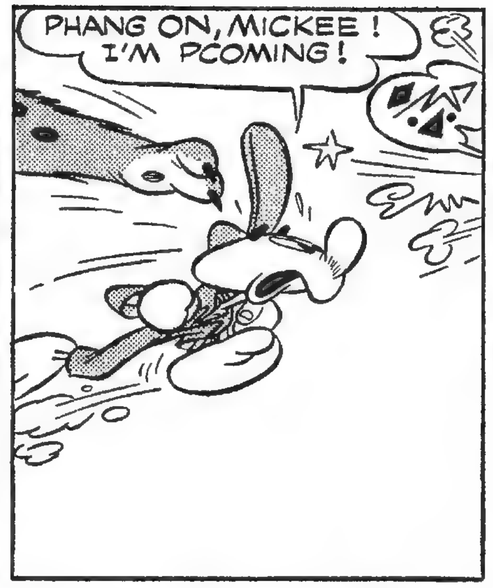

RUBBER!
WALT DISNEY


PFLIP! LOOK OUT! STAY AWAY FROM HIM!


LET HIM ALONE!
5-28

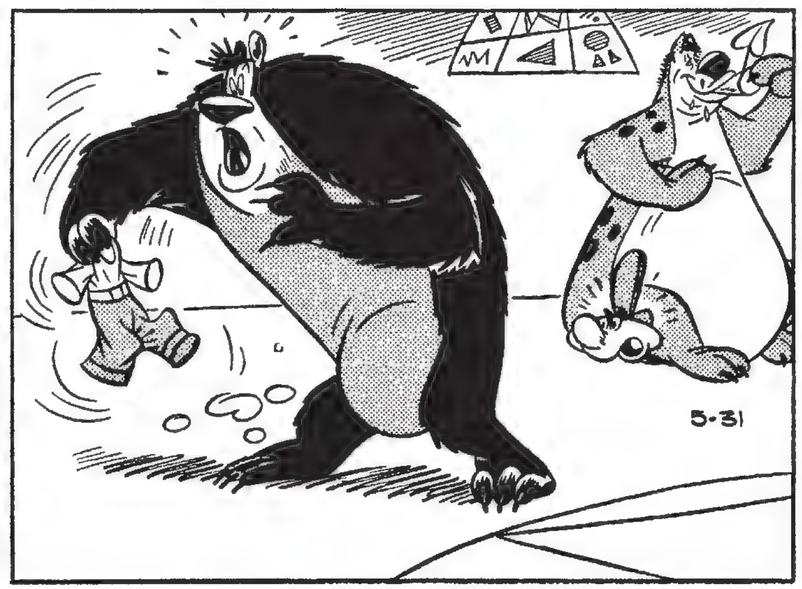

PICK ON SOMEONE YOUR OWN SIZE!
WALT DISNEY


LET HIM ALONE, WILL YA?
5-30


PHANG ON, MICKEE! I'M PCOMING!

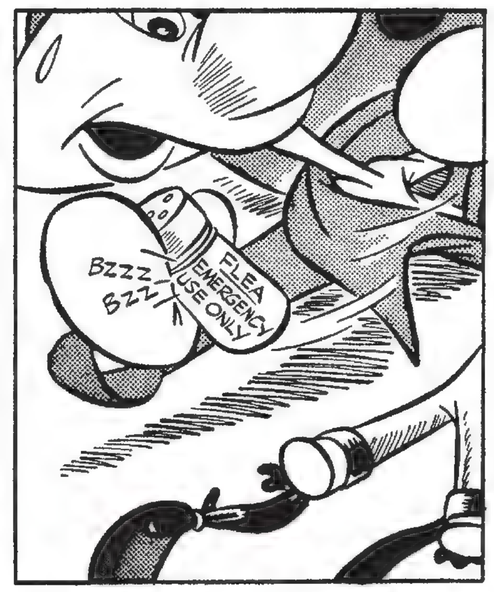
PGRR!
CRUNCH!
EEGA BEEVA! HALP!
WALT DISNEY

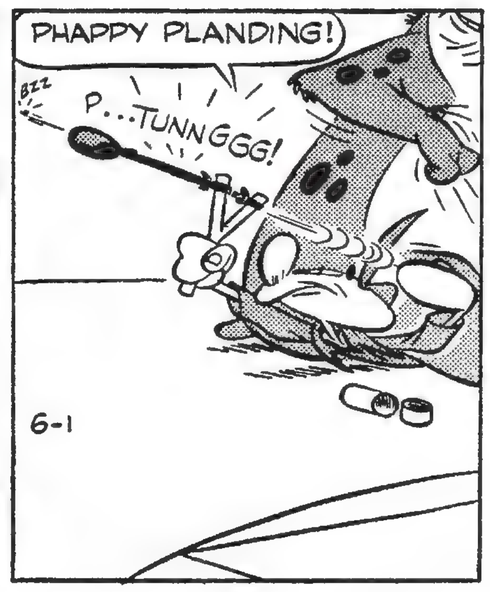
AWKK!


5-31

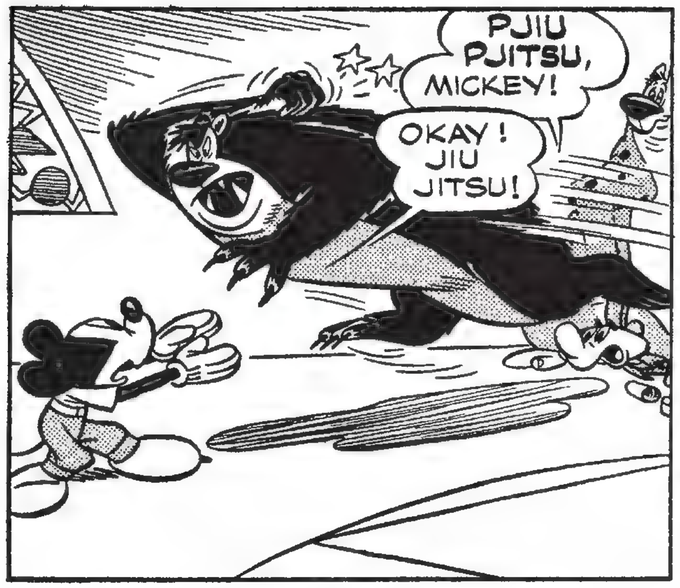
PLEASE!
WALT DISNEY

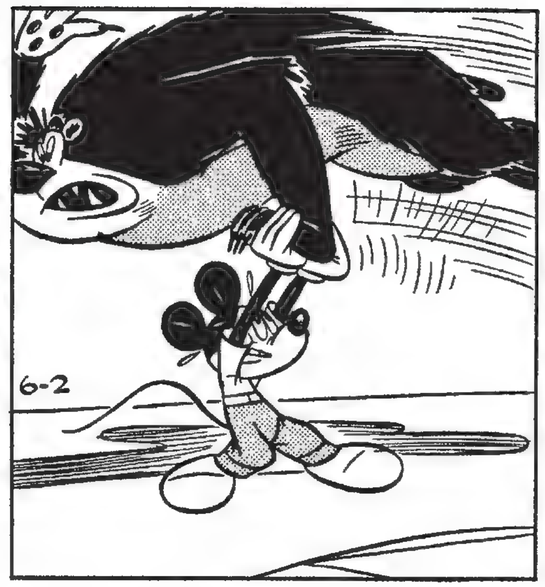
EEGA BEEVA! HALP!


BZZZ BZZ
FLEA EMERGENCY USE ONLY

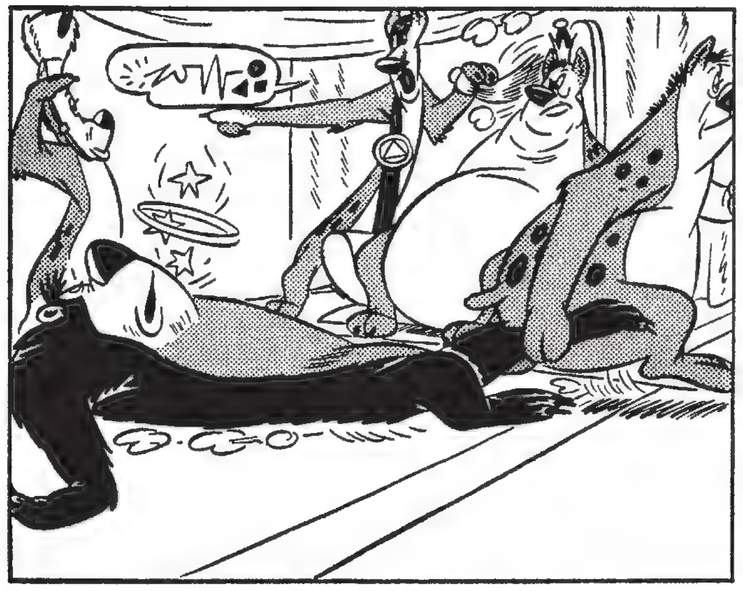

PHAPPY PLANDING!
BZZ
P...TUNNGGG!
6-1

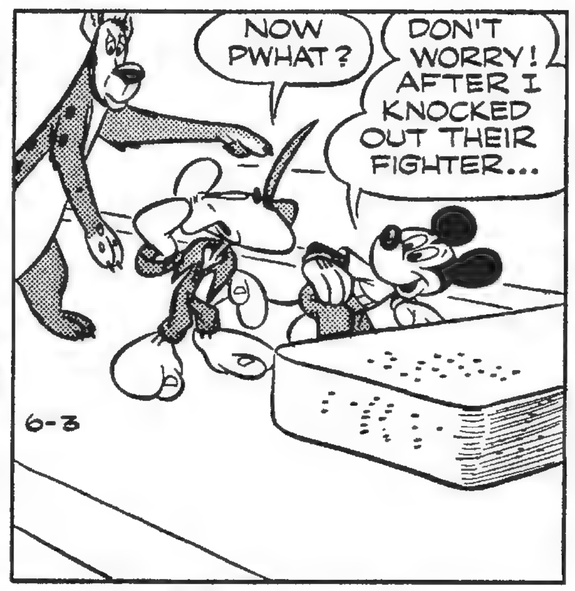
ZIP
WALT DISNEY

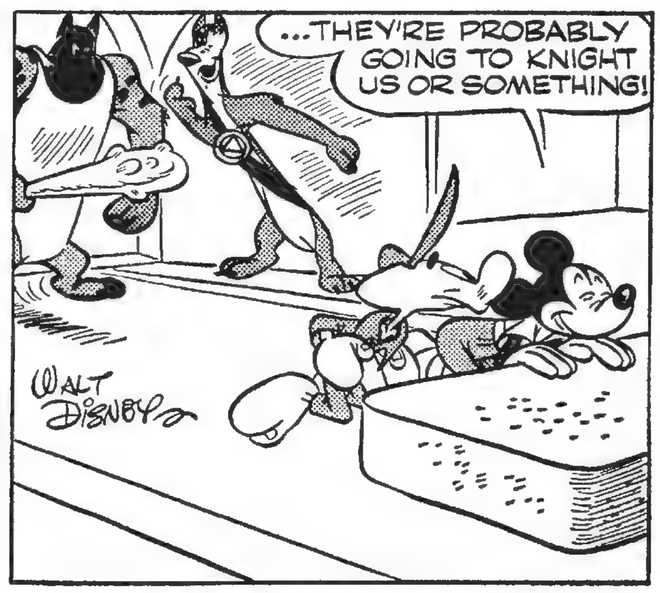

PJIU PJITSU, MICKEY!
OKAY! JIU JITSU!

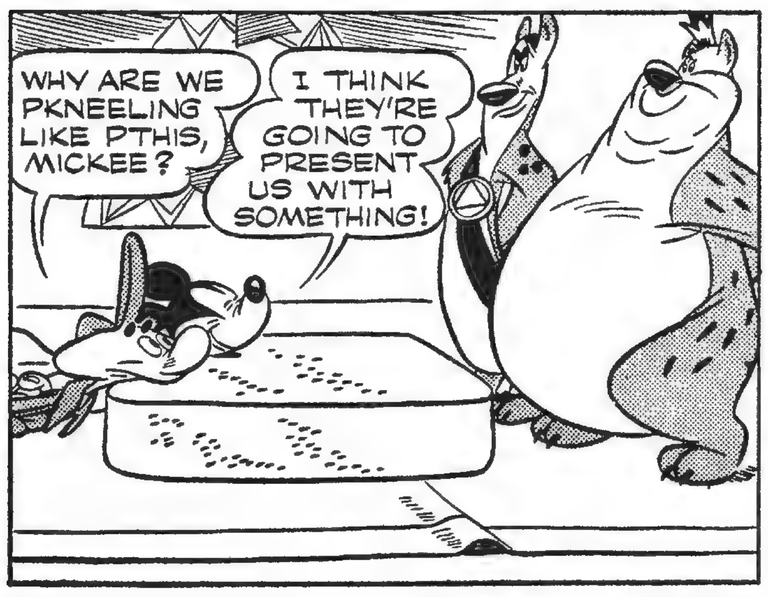

6-2

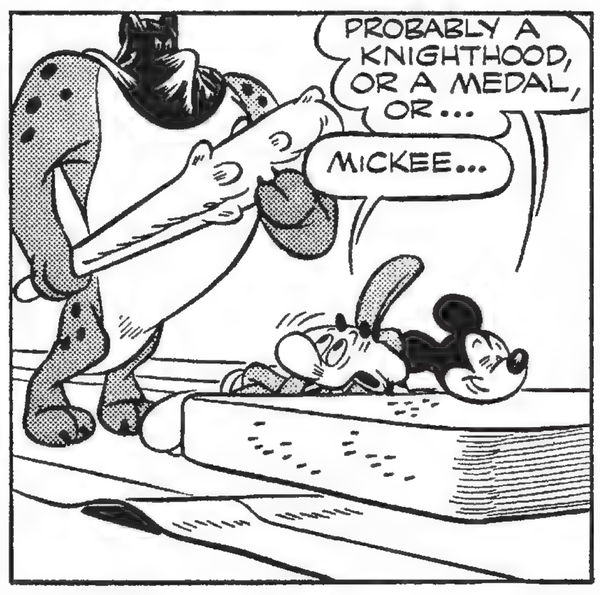
WELL!
WALT DISNEY



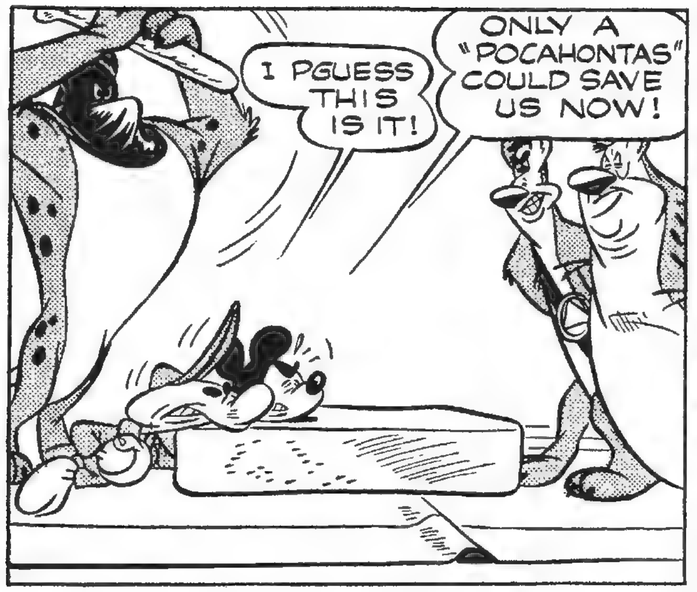

NOW PWHAT?
DON'T WORRY! AFTER I KNOCKED OUT THEIR FIGHTER...
6-3


...THEY'RE PROBABLY GOING TO KNIGHT US OR SOMETHING!
WALT DISNEY

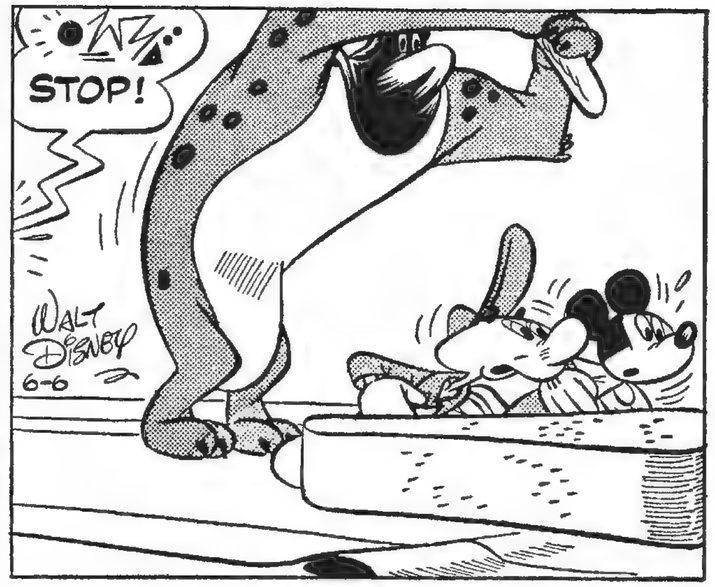

WHY ARE WE PKNEELING LIKE PTHIS, MICKEE?
I THINK THEY'RE GOING TO PRESENT US WITH SOMETHING!

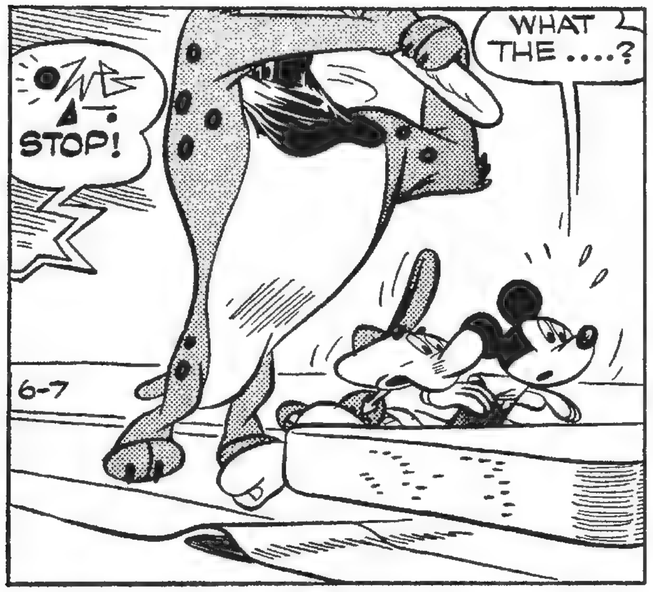

PROBABLY A KNIGHTHOOD, OR A MEDAL, OR...
MICKEE...

DON'T PLOOK NOW... BUT I PTHINK WE'VE GOT PCOMPANY!
WALT DISNEY
6-4

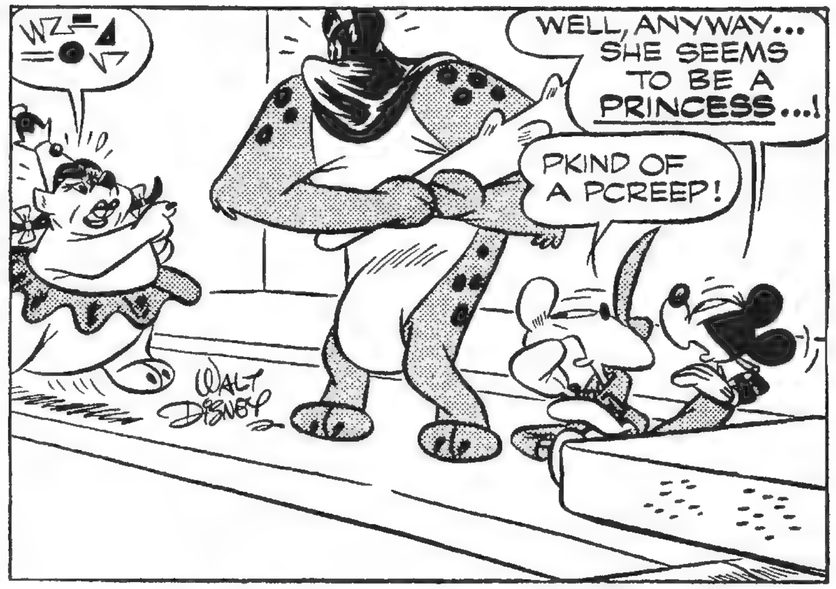

I PGUESS THIS IS IT!
ONLY A "POCAHONTAS" COULD SAVE US NOW!

PWHO'S "PPOCAHONTAS"?
SHE WAS A BEAUTIFUL INDIAN PRINCESS WHO SAVED CAPTAIN JOHN SMITH FROM HAVING HIS HEAD.....


STOP!
WALT DISNEY
6-6


STOP!
WHAT THE ....?
6-7

PMAYBE THAT'S THE "POCAHONTAS" YOU WERE PTALKING ABOUT!
YEAH... THE BEAUTIFUL PRINCESS WHO....

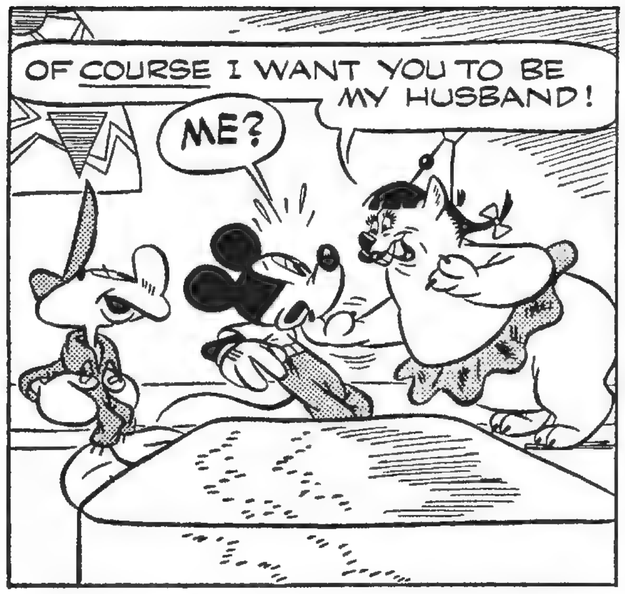

WELL, ANYWAY... SHE SEEMS TO BE A PRINCESS...!
PKIND OF A PCREEP!
WALT DISNEY

DON'T WORRY! I'LL SAVE YOU!
THANKS! GOSH... DO YOU SPEAK ENGLISH?
PTHANKS A LOT.... PRINCESS!
6-8

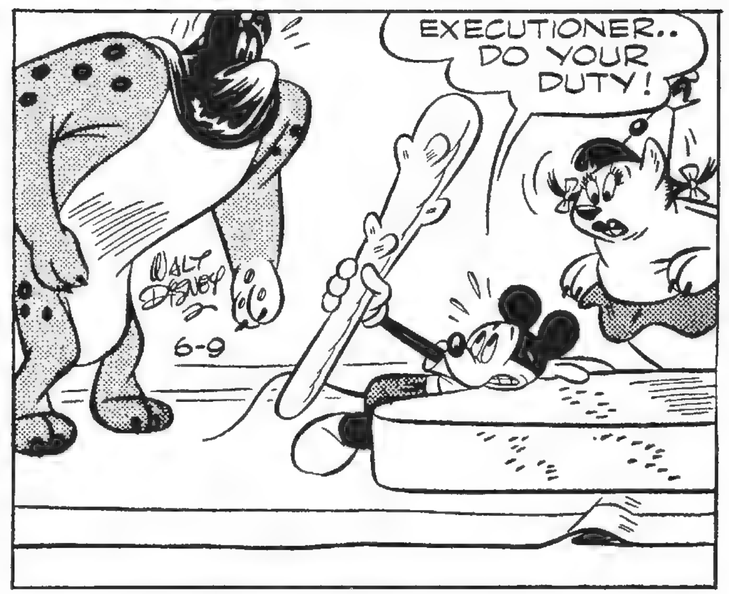
I DIDN'T PKNOW PRINCESSES HAD PBUCK TEETH!
SHHH!

MY FATHER..THE KING.. WILL SPARE YOUR LIFE!
GEE.. THAT'S SWELL, YOUR HIGHNESS... HOW CAN I REPAY YOU?

THAT'S ALL RIGHT! AFTER ALL... I DON'T WANT MY FUTURE HUSBAND TO BE DEAD!
H-HUSBAND??
WALT DISNEY

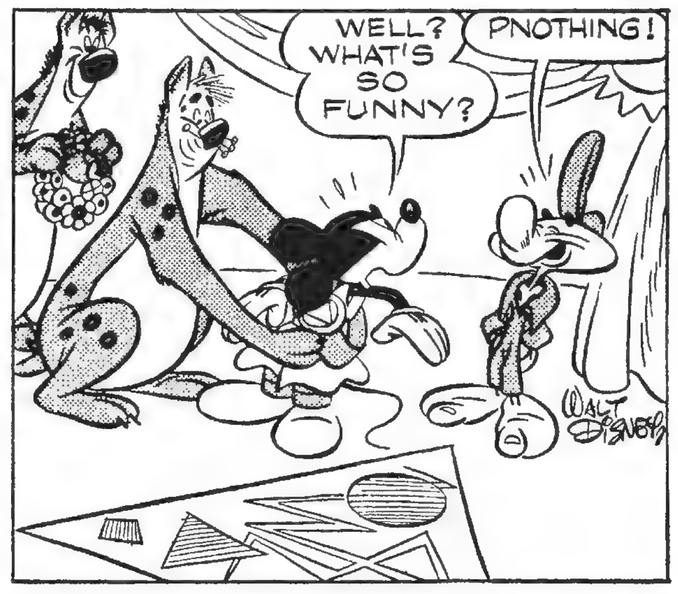

OF COURSE I WANT YOU TO BE MY HUSBAND!
ME?

WHY DO YOU THINK I SAVED YOUR LIFE?


EXECUTIONER.. DO YOUR DUTY!
WALT DISNEY
6-9

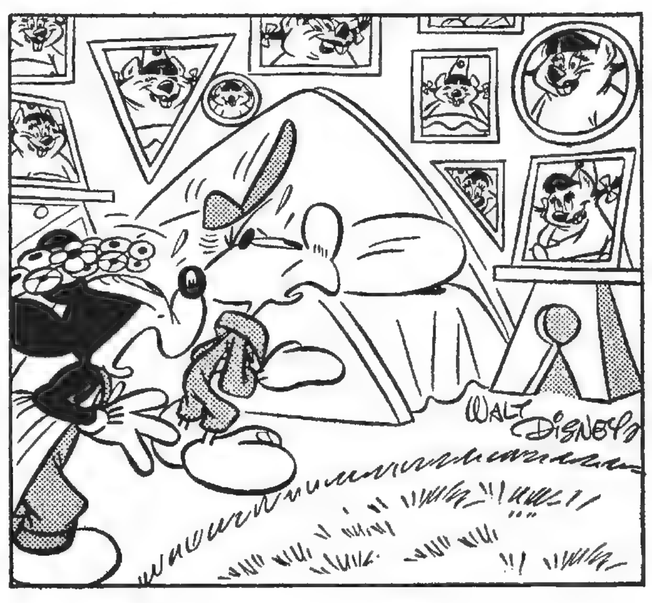
COME ON! LET'S CONTINUE WITH THE EXECUTION!
NO! NO!

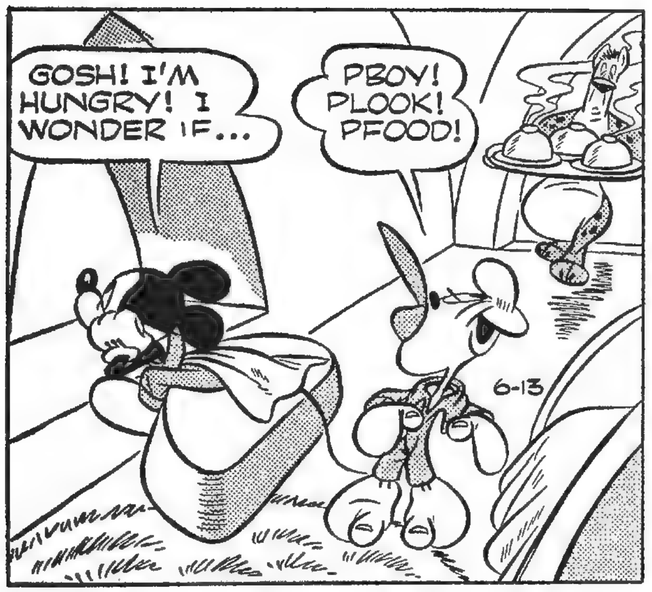
GOOD NIGHT... THE PRINCESS WANTS TO MARRY ME!
PMY!
6-10

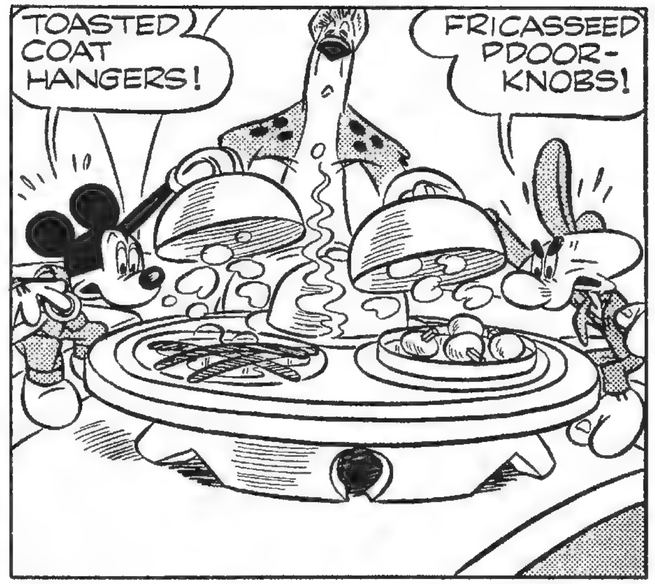

WELL? WHAT'S SO FUNNY?
PNOTHING!
WALT DISNEY

THIS IS THE DAFFIEST THING I EVER HEARD! THAT PRINCESS WANTS TO MARRY ME!
PWHY NOT?
6-11

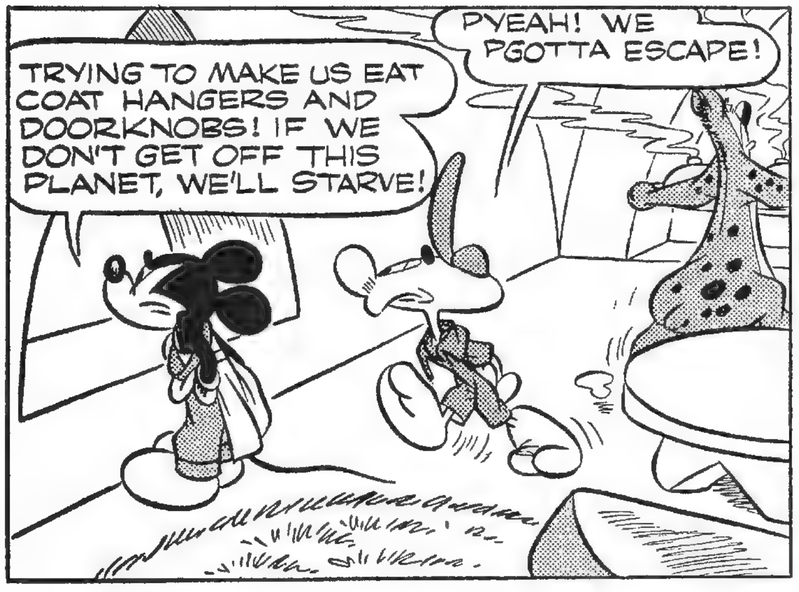
THANK GOODNESS...OUR OWN ROOM! AT LEAST WE WON'T HAVE THAT FACE TO LOOK AT IN HERE!


WALT DISNEY

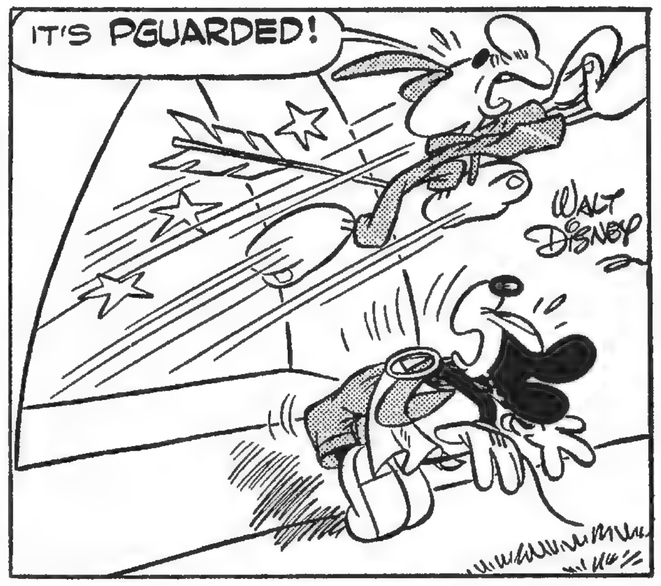

GOSH! I'M HUNGRY! I WONDER IF...
PBOY! PLOOK! PFOOD!
6-13


TOASTED COAT HANGERS!
FRICASSEED PDOOR-KNOBS!

GOSH... HOT TAR!
PHAVE A PKUMQUAT!
WALT DISNEY

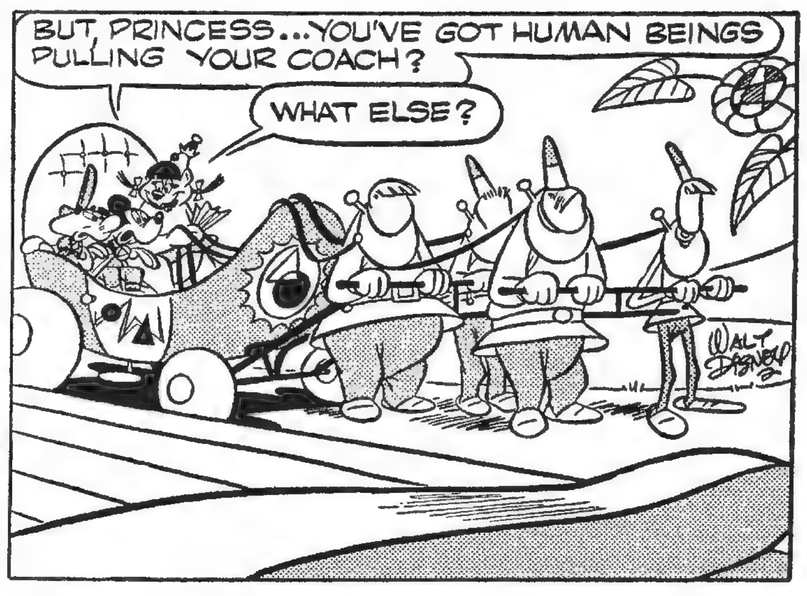

TRYING TO MAKE US EAT COAT HANGERS AND DOORKNOBS! IF WE DON'T GET OFF THIS PLANET, WE'LL STARVE!
PYEAH! WE PGOTTA ESCAPE!

SEE IF IT'S GUARDED DOWN THERE!
6-14


IT'S PGUARDED!
WALT DISNEY

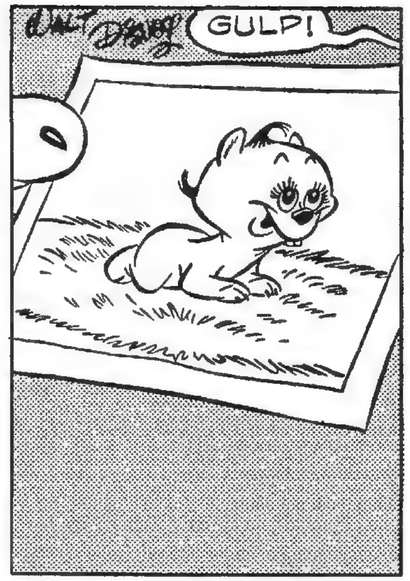
IF THAT PRINCESS THINKS SHE'S GOING TO MARRY ME.. SHE'S GOT ANOTHER THINK COMING!
MICKEE... I PTHINK THEY PWANT US!
6-15

YOO-HOO! GET IN BESIDE ME!
IT'S HER, AGAIN!
P-OWW!

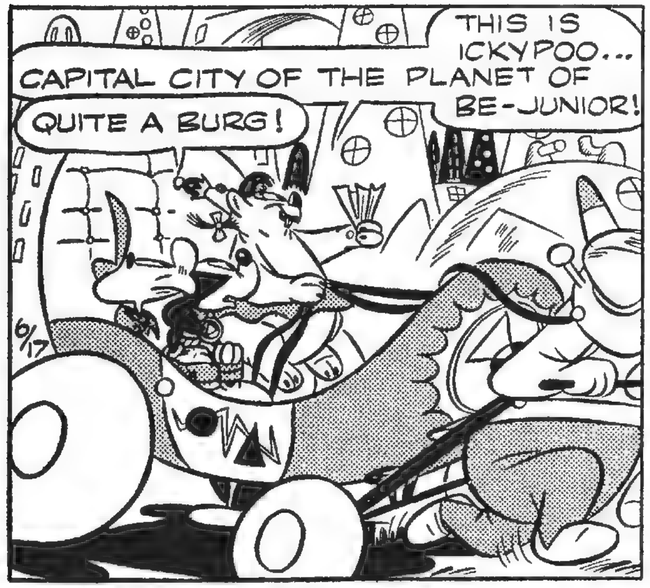

BUT PRINCESS...YOU'VE GOT HUMAN BEINGS PULLING YOUR COACH?
WHAT ELSE?
WALT DISNEY

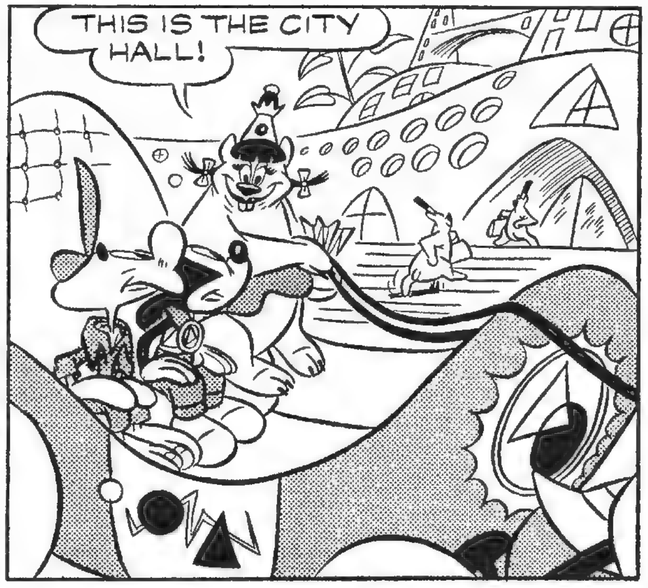
BUT, PRINCESS... YOU'RE A ROYAL ANIMAL... HOW DID YOU LEARN TO SPEAK LIKE A HUMAN BEING?
I HAD A HUMAN FOR A NURSE WHEN I WAS A BABY!

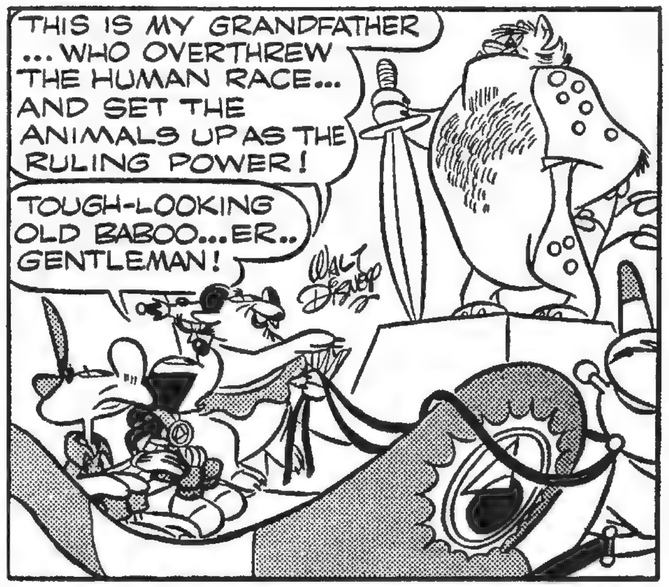
WOULD YOU LIKE TO SEE A PICTURE OF ME AS A BABY?
WELL... ER...
6-16

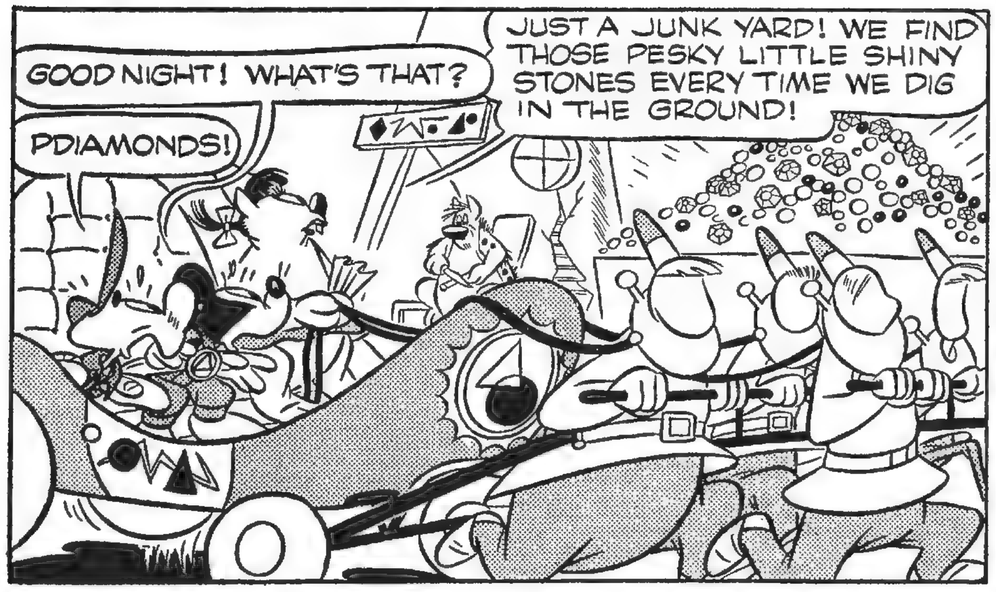

GULP!

WHAT DO YOU THINK?
MY...UH...WHAT A BEAUTIFUL BABY....
UH... PYEAH!

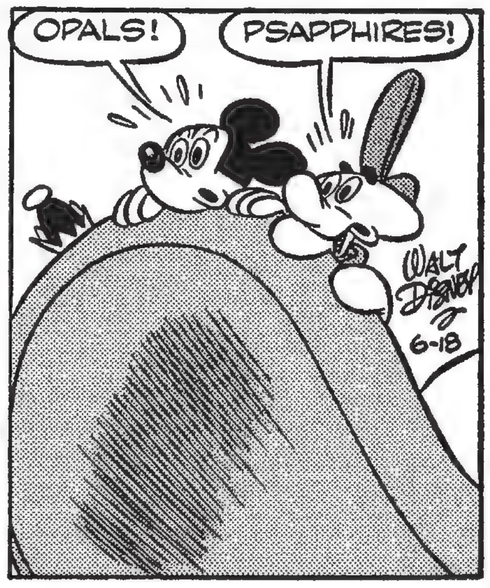

THIS IS ICKYPOO... CAPITAL CITY OF THE PLANET OF BE-JUNIOR!
QUITE A BURG!
6/17

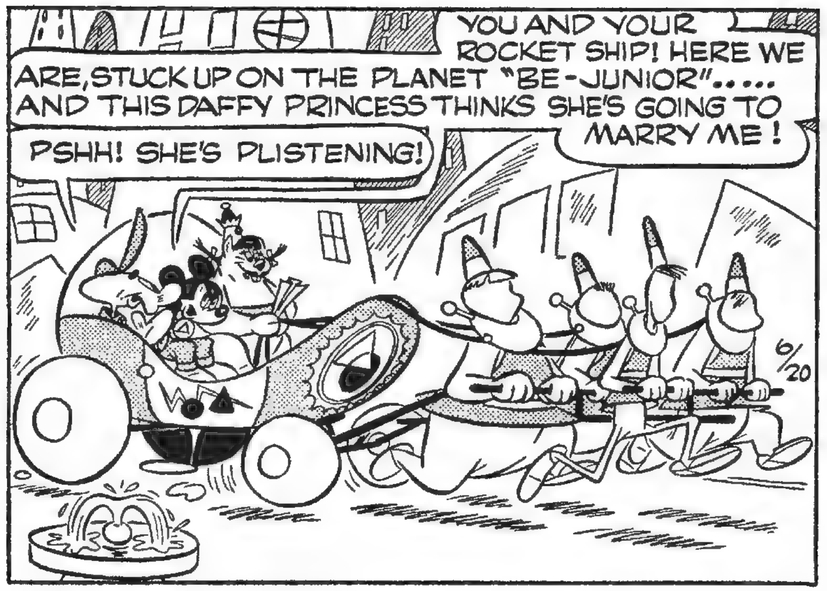

THIS IS THE CITY HALL!


THIS IS MY GRANDFATHER ...WHO OVERTHREW THE HUMAN RACE... AND SET THE ANIMALS UP AS THE RULING POWER!
TOUGH-LOOKING OLD BABOO...ER.. GENTLEMAN!


GOOD NIGHT! WHAT'S THAT?
JUST A JUNK YARD! WE FIND THOSE PESKY LITTLE SHINY STONES EVERY TIME WE DIG IN THE GROUND!
PDIAMONDS!

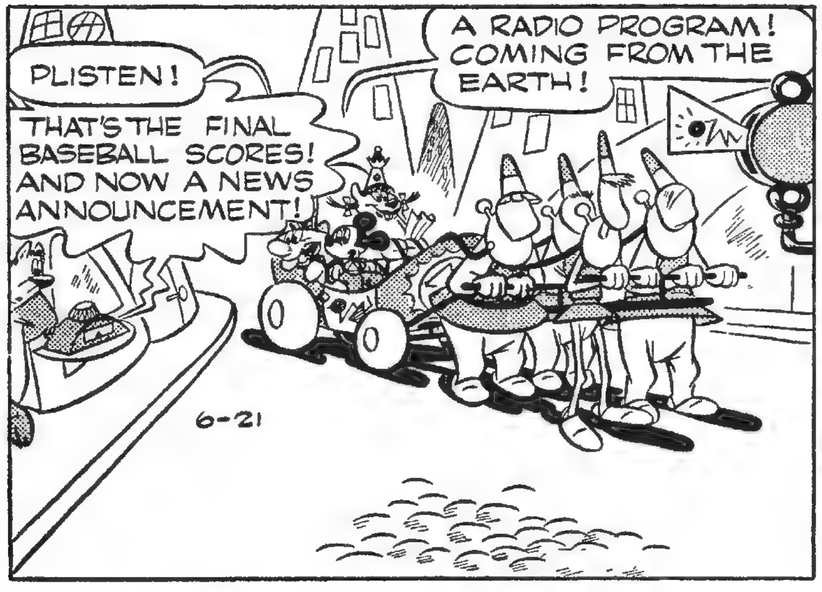
IT'S JUST TRASH, REALLY!
EMERALDS!
PRUBIES!


OPALS!
PSAPPHIRES!
6-18


YOU AND YOUR ROCKET SHIP! HERE WE ARE, STUCK UP ON THE PLANET "BE-JUNIOR"..... AND THIS DAFFY PRINCESS THINKS SHE'S GOING TO MARRY ME!
PSHH! SHE'S PLISTENING!
6/20

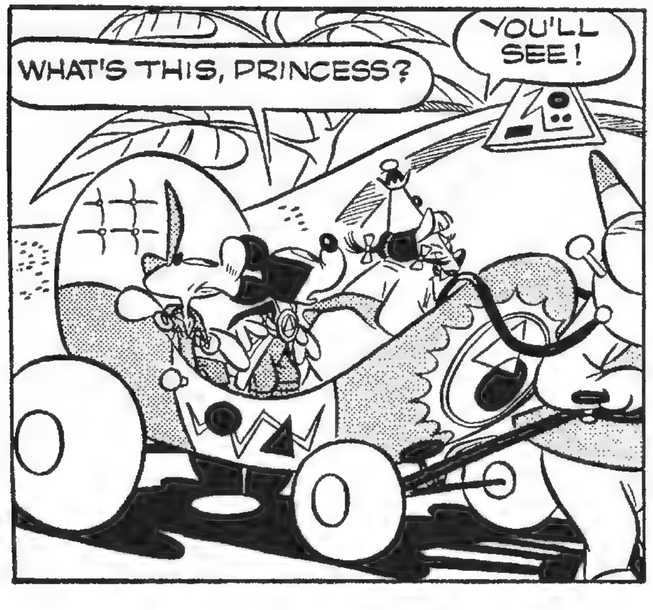
WHAT DID YOU SAY..MY PRINCE-TO-BE?
ER...
WALT DISNEY

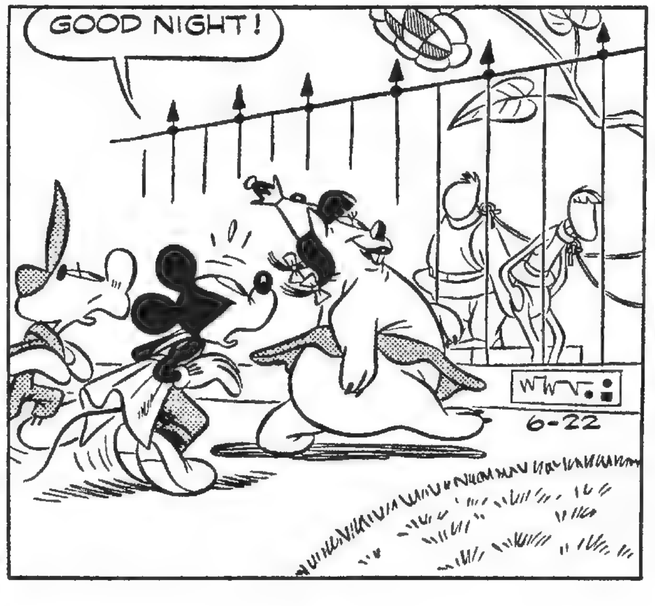
WHAT'S THE MATTER WITH HIM?
ER..YOUR OVERPOWERING PBEAUTY, PRINCESS... IT PMADE HIM A LITTLE PDIZZY!

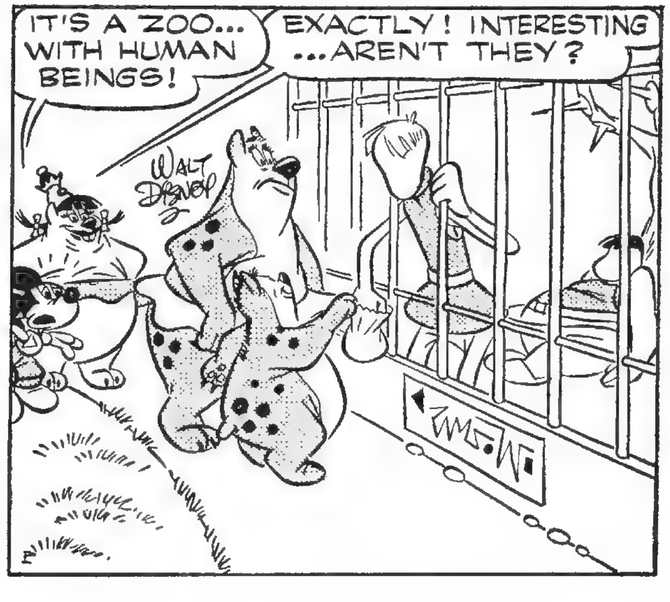

PLISTEN!
A RADIO PROGRAM! COMING FROM THE EARTH!
THAT'S THE FINAL BASEBALL SCORES! AND NOW A NEWS ANNOUNCEMENT!
6-21

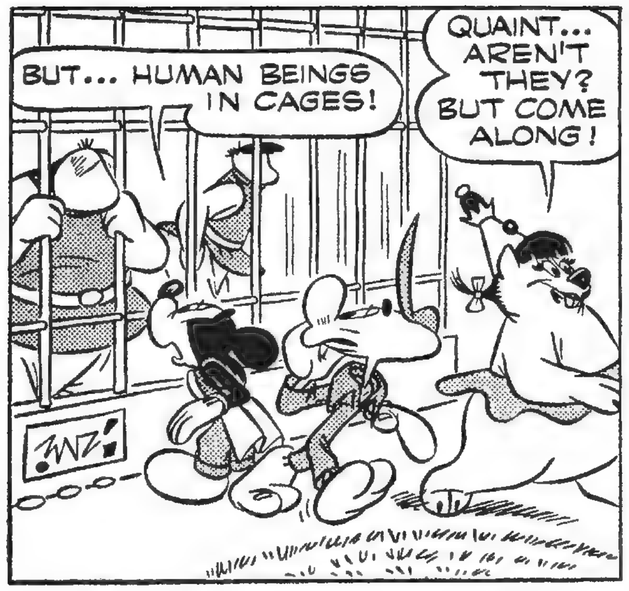
ALL HOPE WAS ABANDONED TODAY FOR THE TWO INTREPID EXPLORERS, MICKEY MOUSE AND EEGA BEEVA! NO WORD HAS COME FROM THEM SINCE THEIR DEPARTURE IN A ROCKET SHIP WEEKS AGO!
THAT'S US!

THEY PTHINK WE'RE PDEAD!
THEY DON'T KNOW HOW BAD THINGS REALLY ARE!
... AND NOW FOLKS..HAVE YOU EATEN YOUR HEALTH-GIVING "SCRUNCHIES" TODAY?
WALT DISNEY

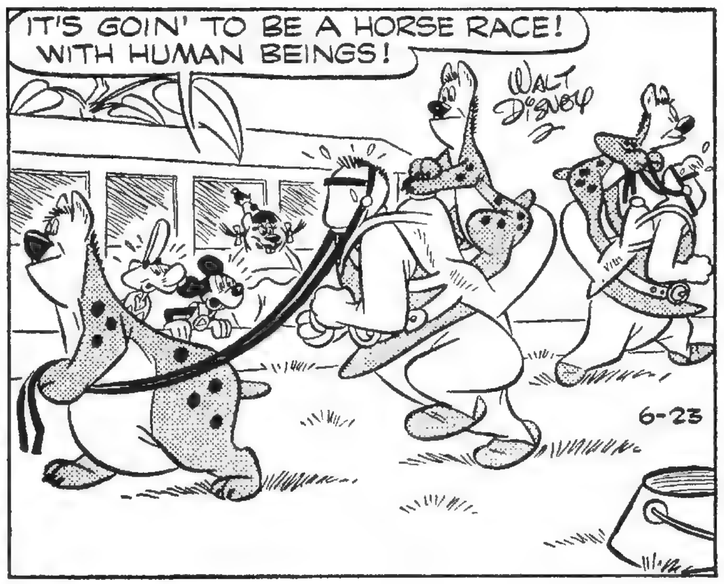

WHAT'S THIS, PRINCESS?
YOU'LL SEE!

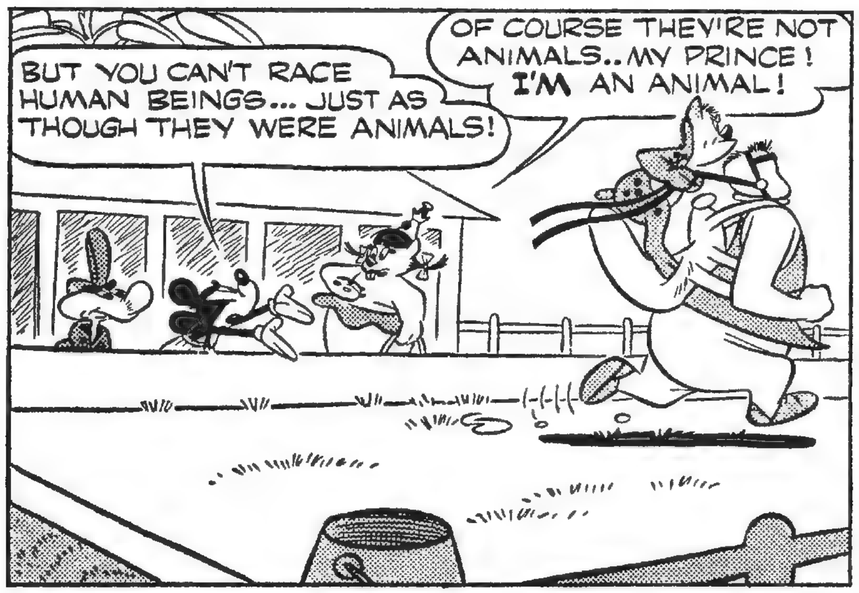

GOOD NIGHT!
6-22


IT'S A ZOO... WITH HUMAN BEINGS!
EXACTLY! INTERESTING ...AREN'T THEY?
WALT DISNEY


BUT... HUMAN BEINGS IN CAGES!
QUAINT... AREN'T THEY? BUT COME ALONG!
ZWZ!

NOW WHAT?
PSEARCH ME!


IT'S GOIN' TO BE A HORSE RACE! WITH HUMAN BEINGS!
WALT DISNEY
6-23

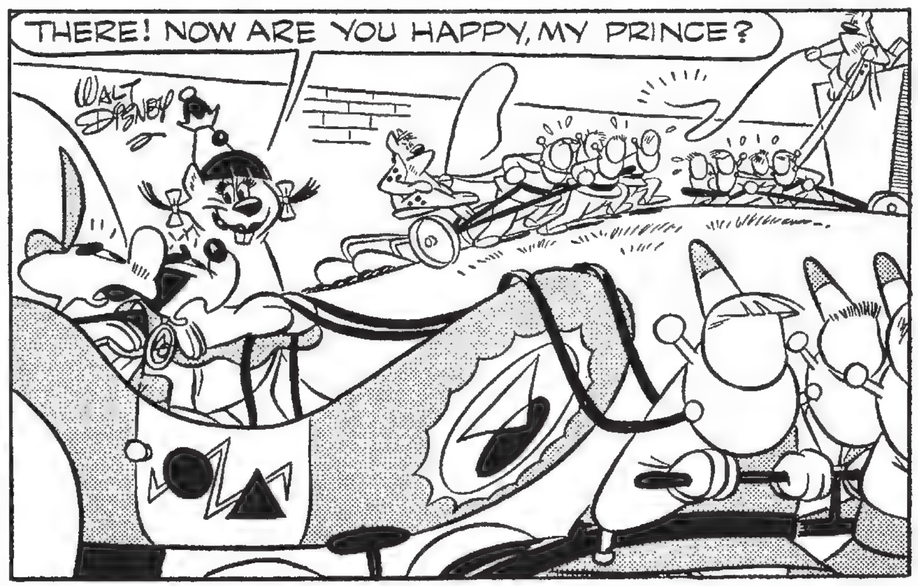

BUT YOU CAN'T RACE HUMAN BEINGS... JUST AS THOUGH THEY WERE ANIMALS!
OF COURSE THEY'RE NOT ANIMALS.. MY PRINCE! I'M AN ANIMAL!

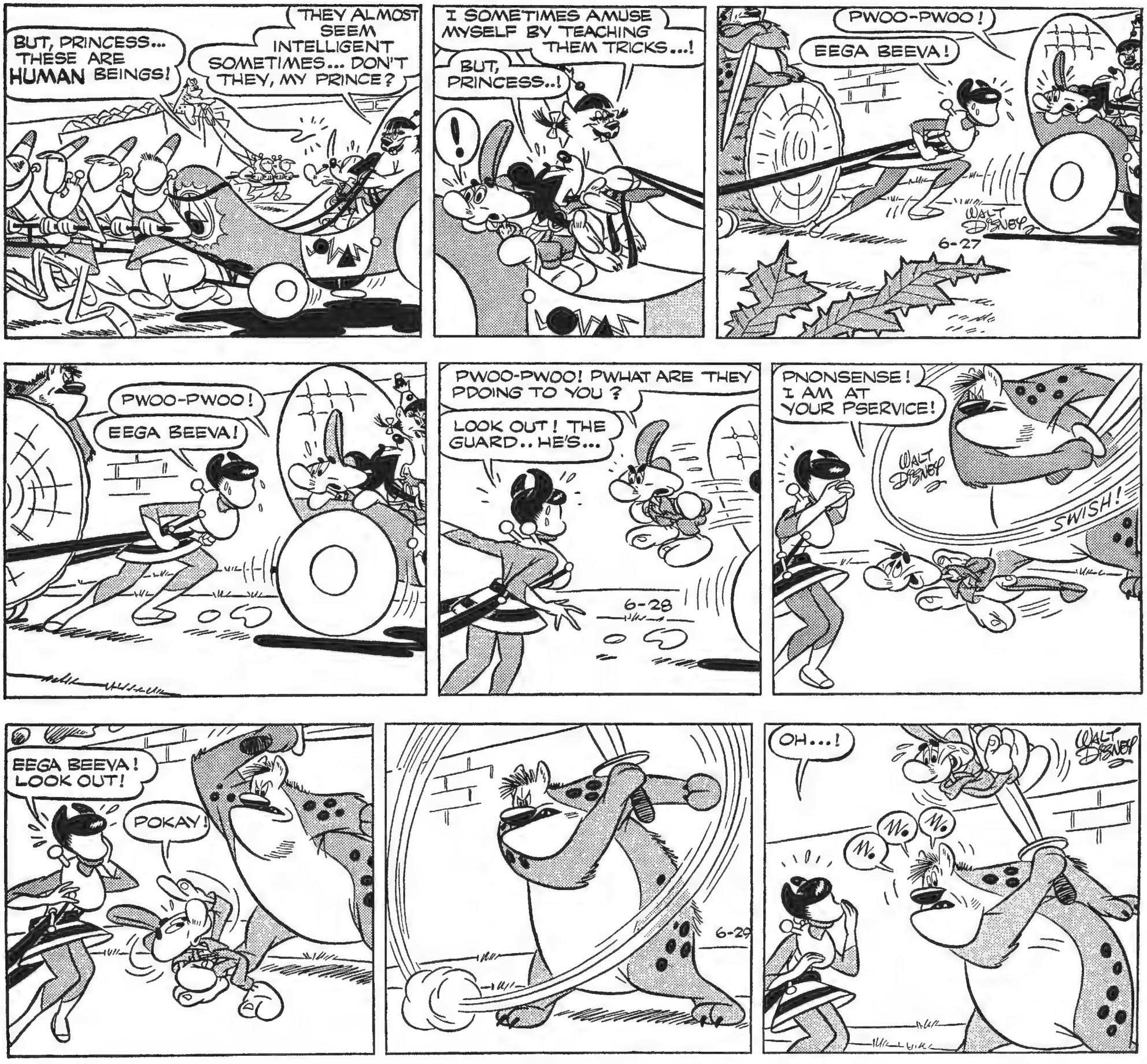
LOOK, PRINCESS... YOU CAN'T TREAT PEOPLE LIKE THAT! YOU...
HOW DARE YOU!
6-24

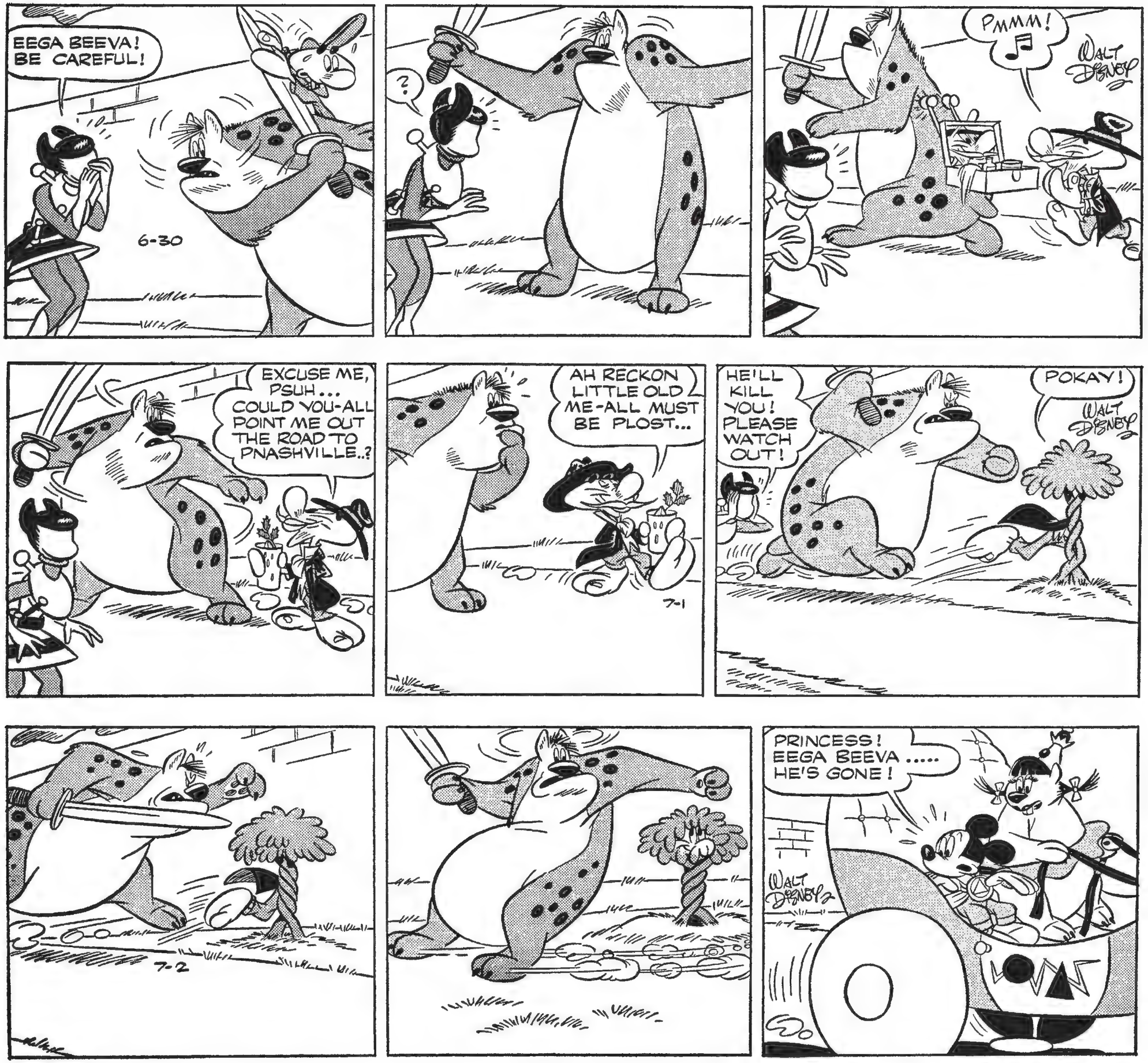
OH, DEAR... WE'VE HAD OUR FIRST QUARREL!
HE'S PHAD IT.. ALL PRIGHT!
WALT DISNEY

WILL YOU FORGIVE ME FOR HITTING YOU?
YES... BUT NOT FOR TREATING HUMAN BEINGS LIKE ANIMALS!
PYEAH!
6-25

NOW... YOU CAN SEE HUMAN BEINGS DOING USEFUL WORK! PERHAPS THAT WILL PLEASE YOU!
GOOD!
PFINE!

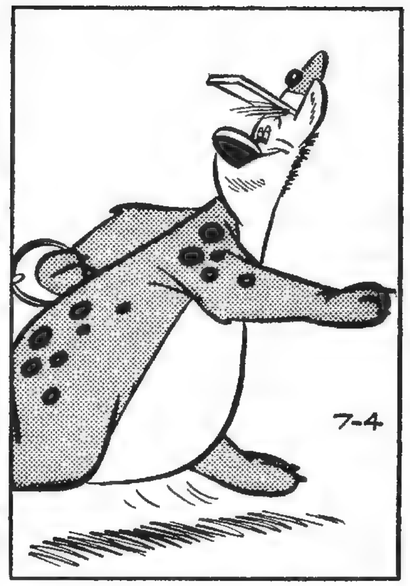

THERE! NOW ARE YOU HAPPY, MY PRINCE?
WALT DISNEY


BUT, PRINCESS... THESE ARE HUMAN BEINGS!
THEY ALMOST SEEM INTELLIGENT SOMETIMES... DON'T THEY, MY PRINCE?
I SOMETIMES AMUSE MYSELF BY TEACHING THEM TRICKS...!
BUT, PRINCESS..!
!
PWOO-PWOO!
EEGA BEEVA!
WALT DISNEY
6-27
PWOO-PWOO!
EEGA BEEVA!
PWOO-PWOO! PWHAT ARE THEY PDOING TO YOU?
LOOK OUT! THE GUARD.. HE'S...
6-28
PNONSENSE! I AM AT YOUR PSERVICE!
WALT DISNEY
SWISH!
EEGA BEEVA! LOOK OUT!
POKAY!
6-29
OH...!
WALT DISNEY
No.
No.
No.


EEGA BEEVA! BE CAREFUL!
6-30
?
PMMM!
WALT DISNEY
EXCUSE ME, PSUH... COULD YOU-ALL POINT ME OUT THE ROAD TO PNASHVILLE..?
AH RECKON LITTLE OLD ME-ALL MUST BE PLOST...
7-1
HE'LL KILL YOU! PLEASE WATCH OUT!
POKAY!
WALT DISNEY
7-2
PRINCESS! EEGA BEEVA ..... HE'S GONE!
WALT DISNEY

EEGA BEEVA.. THEY'RE PUTTING ME BACK INTO MY CELL!
POKAY.. .. I'LL PFOLLOW YOU!

IT'S ALL RIGHT! I DON'T THINK HE'S SUSPICIOUS!


7-4

WALT DISNEY

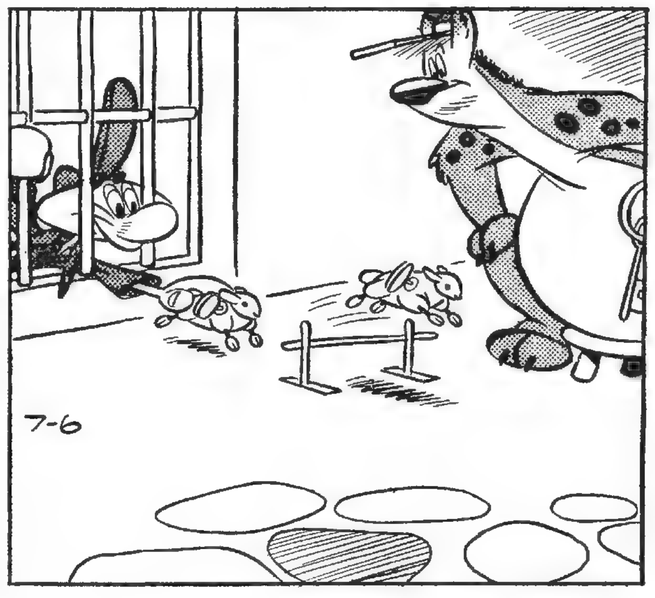
HEY! EEGA BEEVA! HE'S DISAPPEARED!
OH, DEAR.. THAT'S TOO BAD....

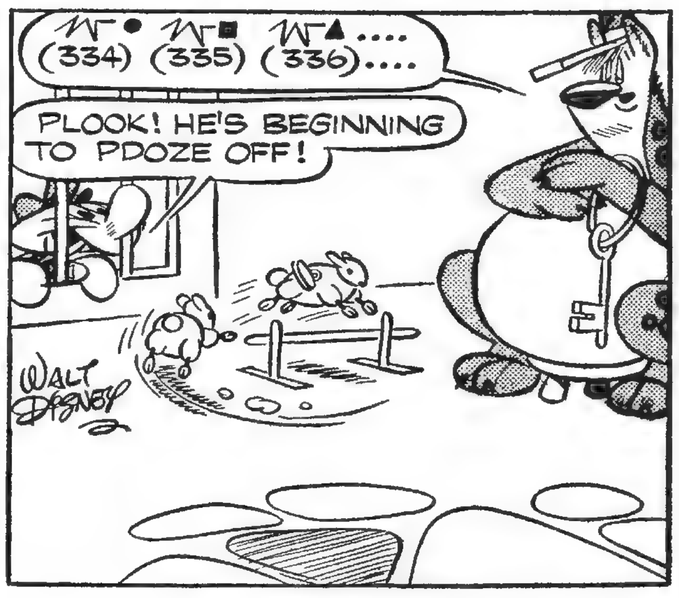
THAT MEANS HE'LL MISS OUR WEDDING THIS AFTERNOON!
WEDDING? THIS AFTERNOON?
7-5

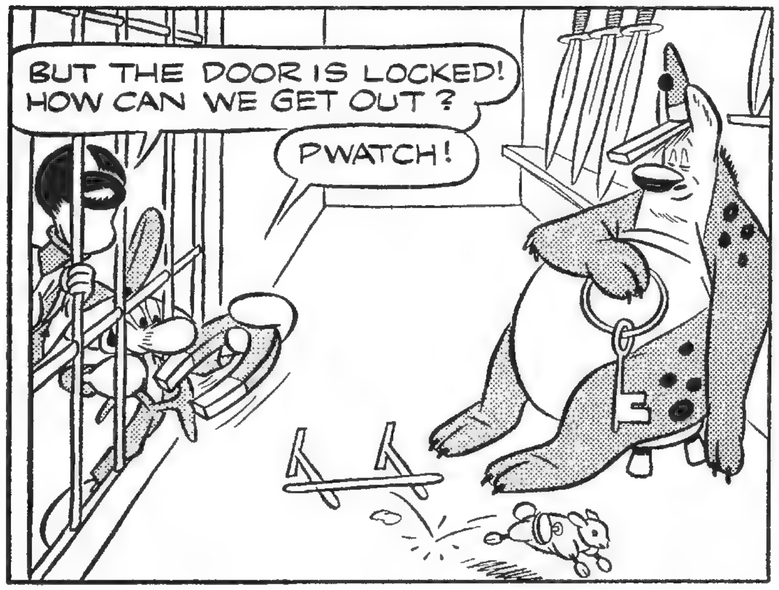
ISN'T IT TOO, TOO EXCITING?

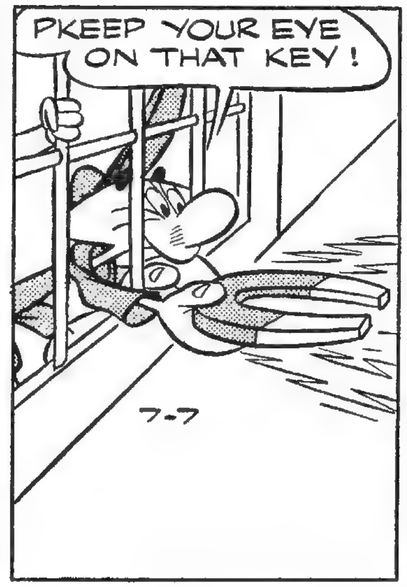
IT'S A FRAME-UP, MINNIE.. HONEST, IT IS!
WALT DISNEY

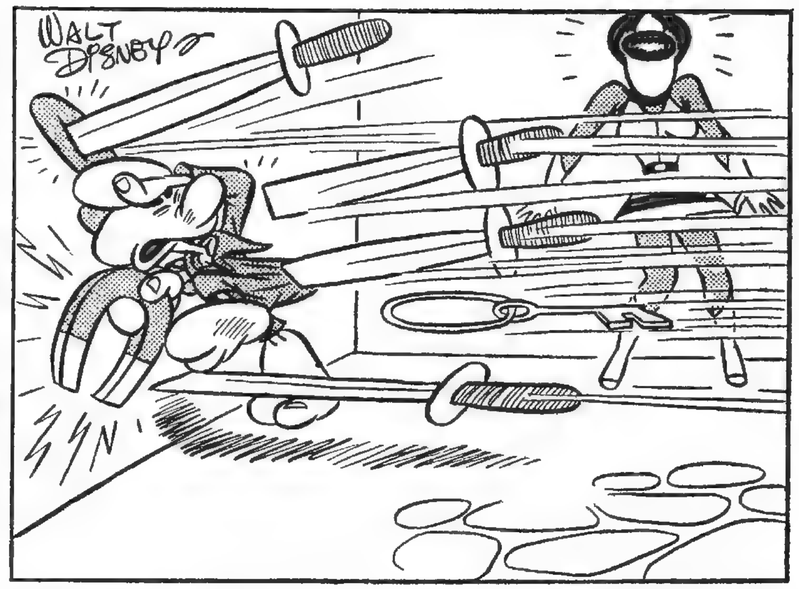
BUT HOW CAN WE GET OUT OF HERE?
PLEAVE IT TO ME!

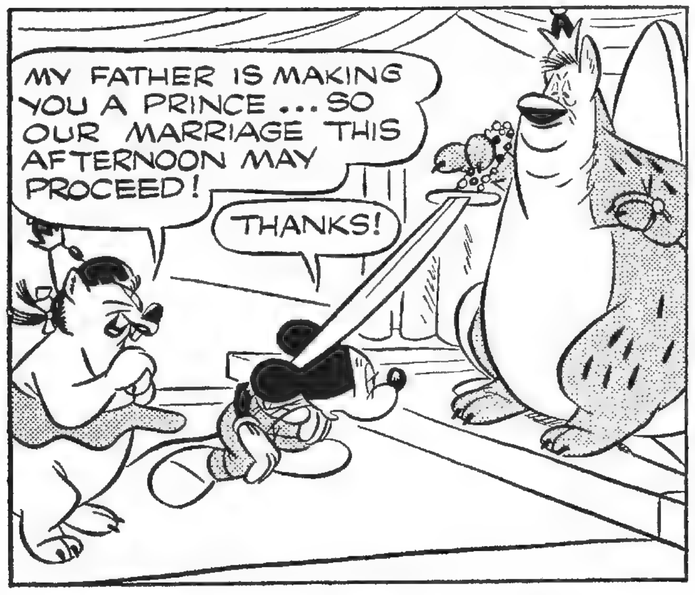

7-6

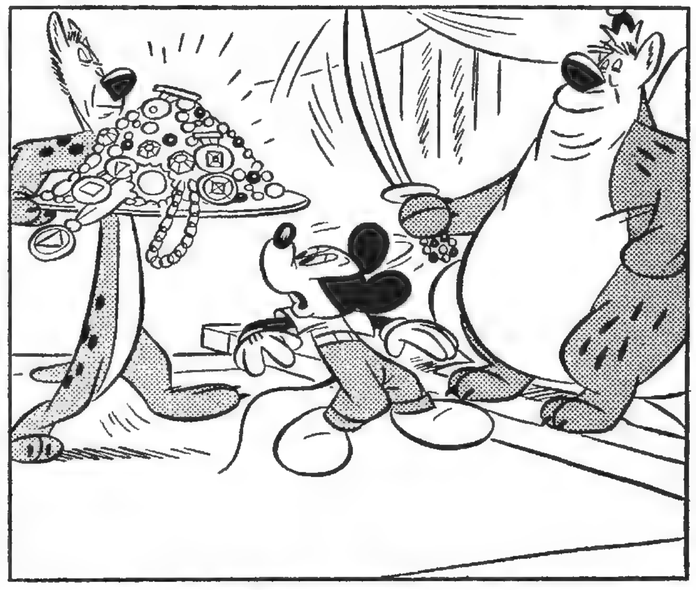

(334) (335) (336)....
PLOOK! HE'S BEGINNING TO PDOZE OFF!
WALT DISNEY


BUT THE DOOR IS LOCKED! HOW CAN WE GET OUT?
PWATCH!


PKEEP YOUR EYE ON THAT KEY!
7-7

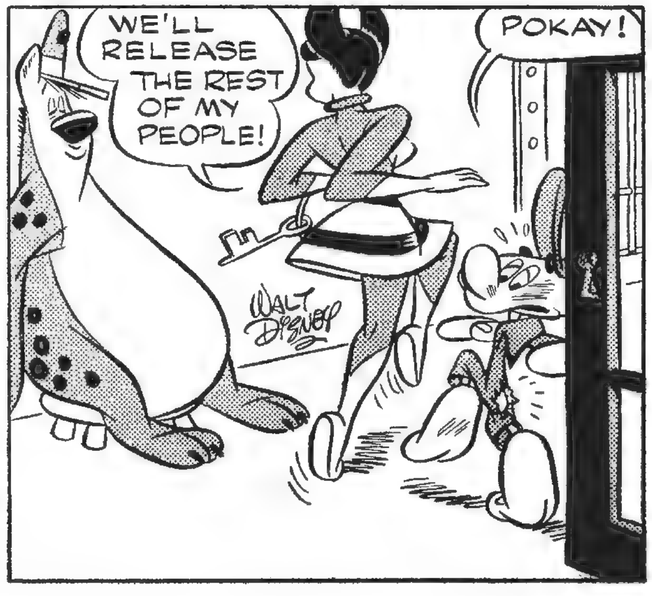

WALT DISNEY


MY FATHER IS MAKING YOU A PRINCE ... SO OUR MARRIAGE THIS AFTERNOON MAY PROCEED!
THANKS!



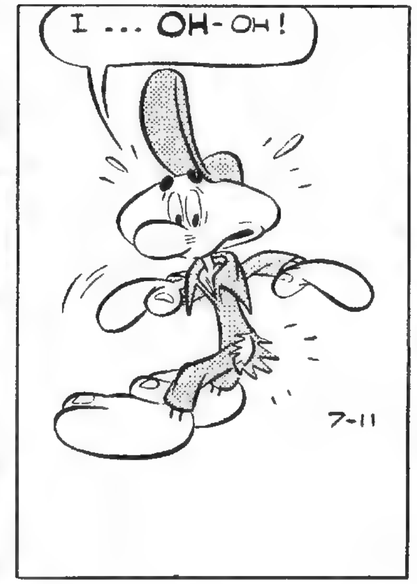
AND HOW DO YOU FEEL NOW... PRINCE MICKEY?
I'D BETTER NOT ANSWER THAT QUESTION!
WALT DISNEY
7/8

COME ON!
PJUST A PMINUTE!
7-9

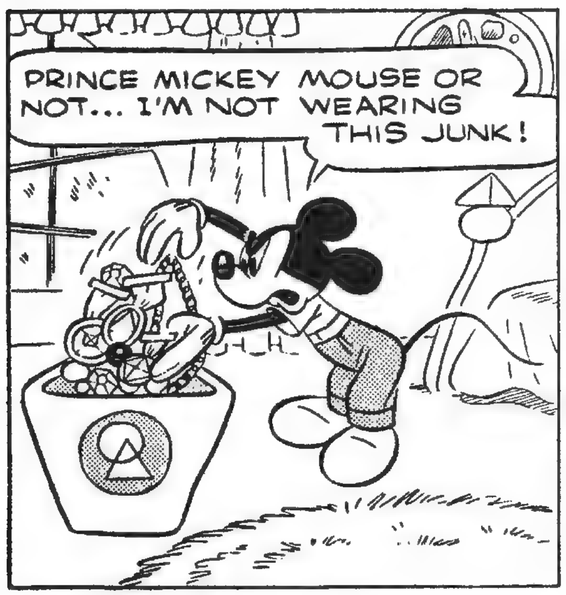

WE'LL RELEASE THE REST OF MY PEOPLE!
POKAY!
WALT DISNEY

WOO-WOO!
SHHH! NOW IS THE TIME TO STRIKE FOR FREEDOM!
ANYONE PGOT A PSAFETY PIN?

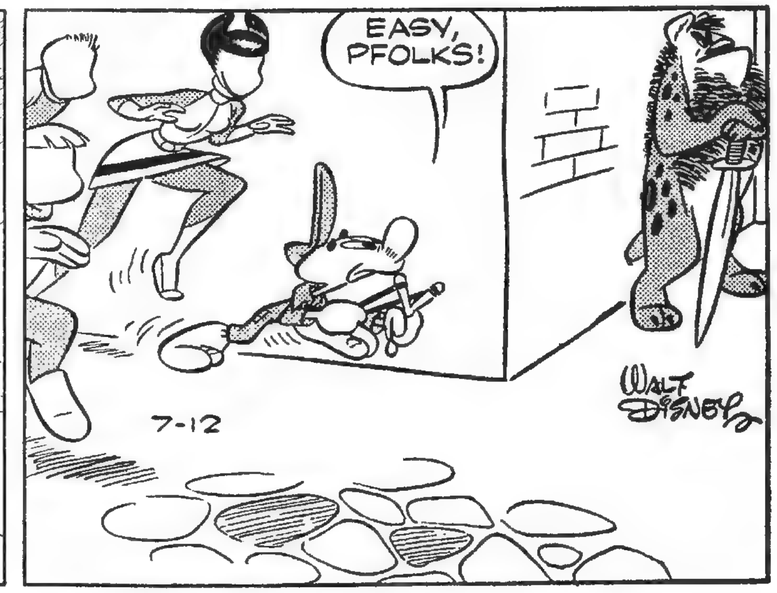
THIS IS OUR CHANCE TO FIGHT THE AINTS! AND YOU, EEGA BEEVA ... YOU WILL BE OUR LEADER!
PSWELL!

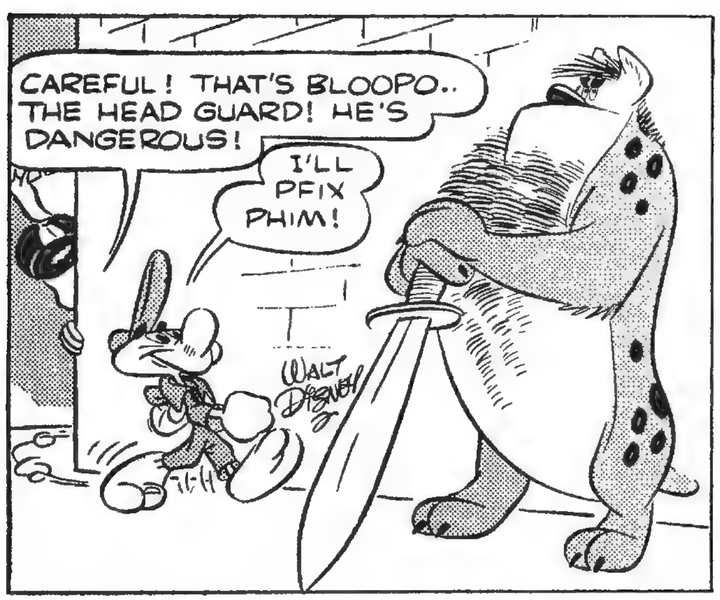

I ... OH-OH!
7-11

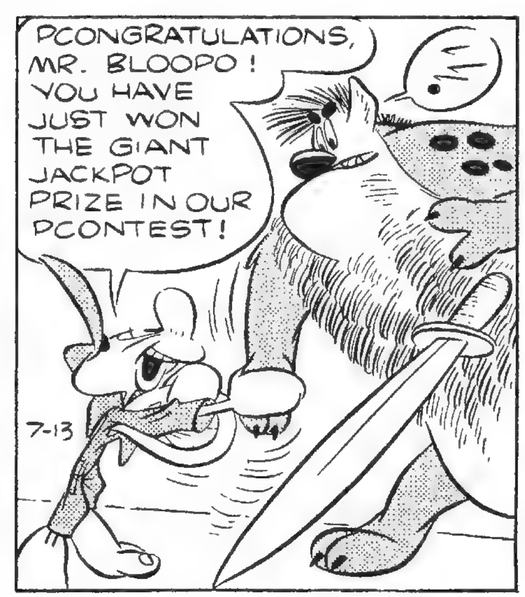
ER... YOU BE THE LEADER, PWOO-PWOO!
WALT DISNEY

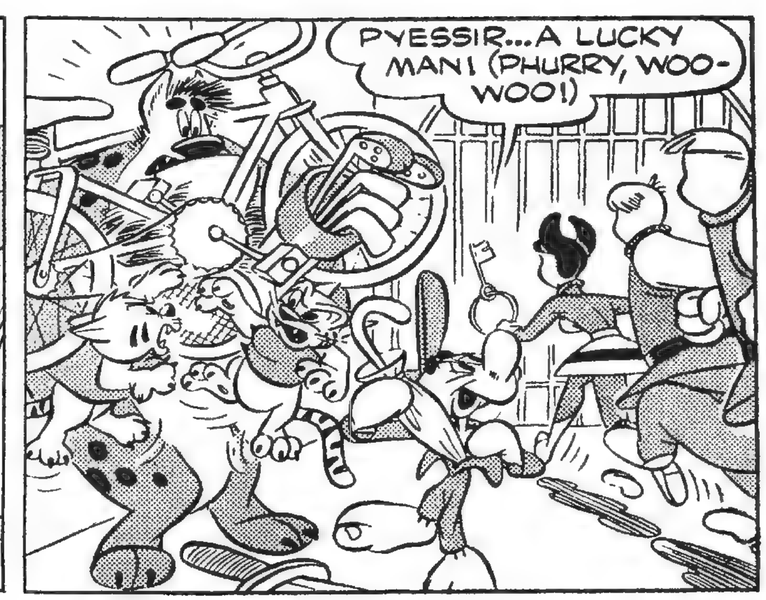

PRINCE MICKEY MOUSE OR NOT... I'M NOT WEARING THIS JUNK!

HERE I AM GETTING RAILROADED INTO MARRYING THAT DAFFY PRINCESS...AND WHERE'S EEGA BEEVA?


EASY, PFOLKS!
7-12
WALT DISNEY


CAREFUL! THAT'S BLOOPO.. THE HEAD GUARD! HE'S DANGEROUS!
I'LL PFIX PHIM!
WALT DISNEY


PCONGRATULATIONS, MR. BLOOPO! YOU HAVE JUST WON THE GIANT JACKPOT PRIZE IN OUR PCONTEST!
7-13

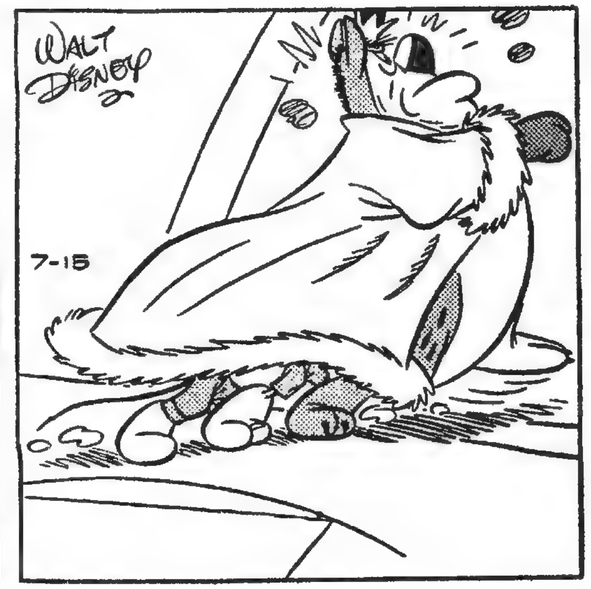

PYESSIR...A LUCKY MAN! (PHURRY, WOO-WOO!)

LOOKS LIKE I'M COOKED! EVERYONE'S READY FOR THE MARRIAGE!

GOSH.. I NEVER THOUGHT EEGA BEEVA WOULD RUN OUT ON ME! BUT...
7-14
WALT DISNEY

IT'S PME.. MICKEE!
EEGA BEEVA!

EEGA BEEVA!
PCOME ON, MICKEE... PLET'S GET OUT OF PHERE!

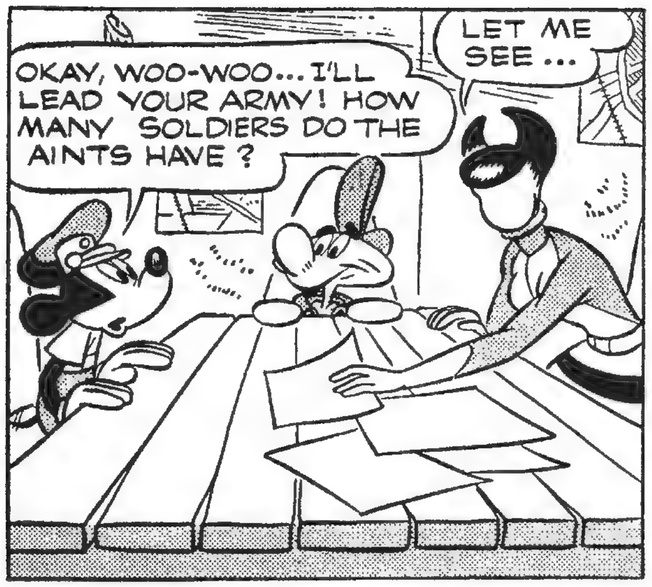

WALT DISNEY
7-15

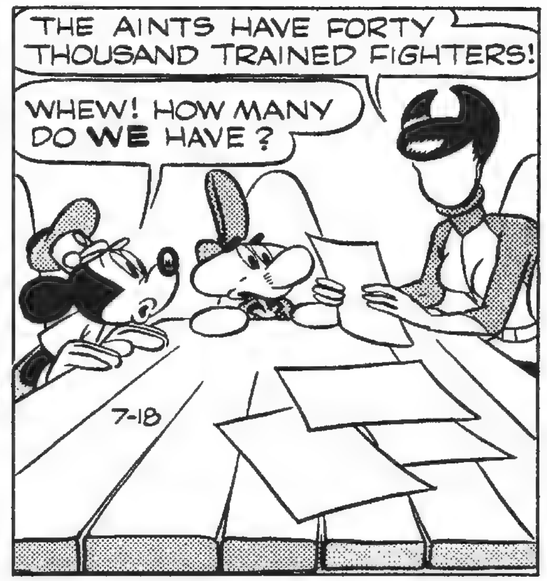
PTHIS PWAY, MICKEE!
OKAY!

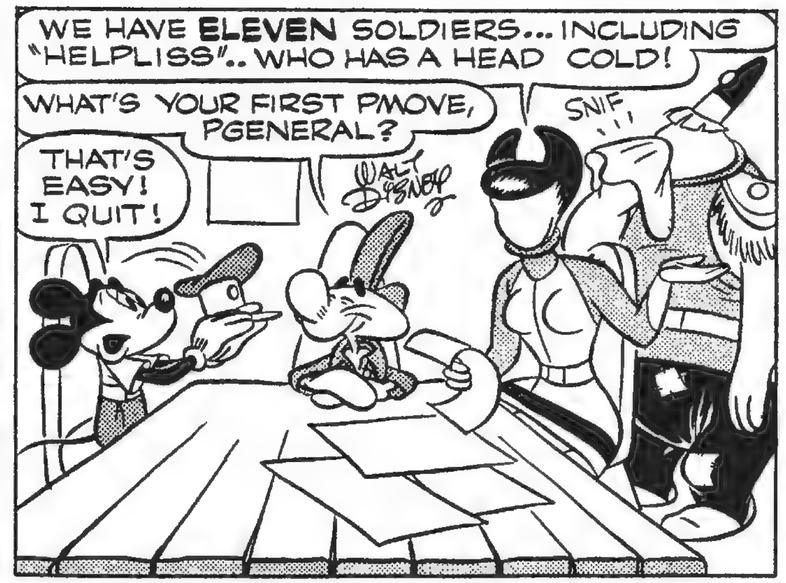
7-16

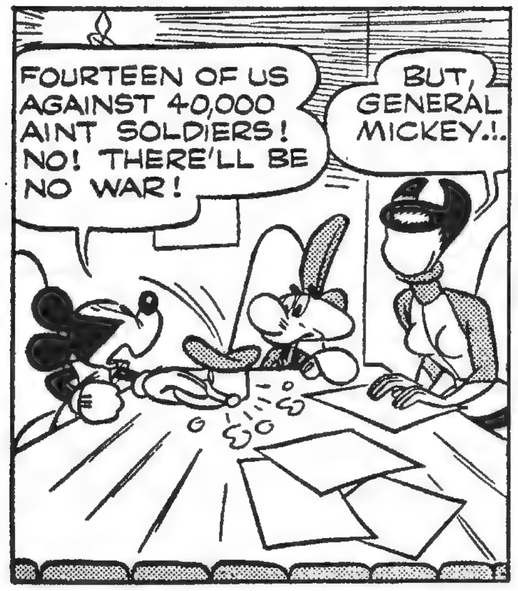
THANK GOODNESS.. PEACE AT LAST!
ER... NOT EXACTLY, MICKEE!

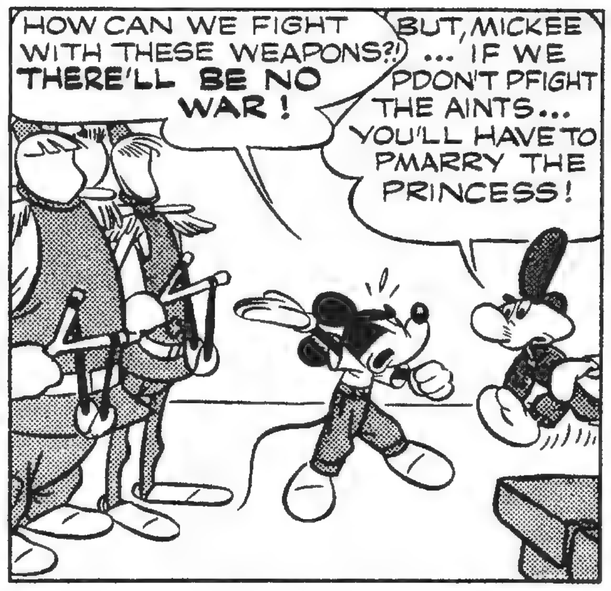
I PROMISED PWOO-PWOO YOU WOULD LEAD HER ARMY!
ME??
WALT DISNEY

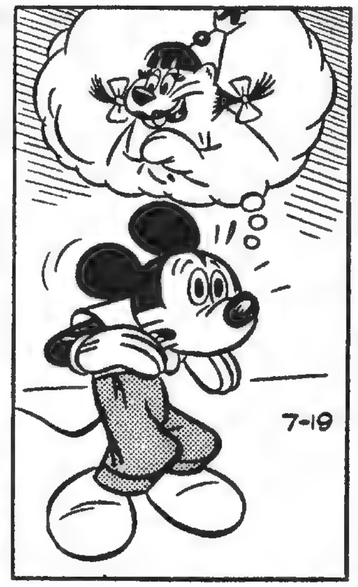

OKAY, WOO-WOO... I'LL LEAD YOUR ARMY! HOW MANY SOLDIERS DO THE AINTS HAVE ?
LET ME SEE ...

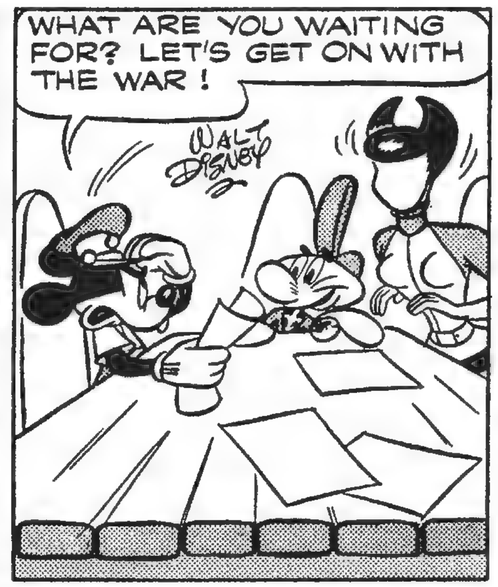

THE AINTS HAVE FORTY THOUSAND TRAINED FIGHTERS!
WHEW! HOW MANY DO **WE** HAVE ?
7-18

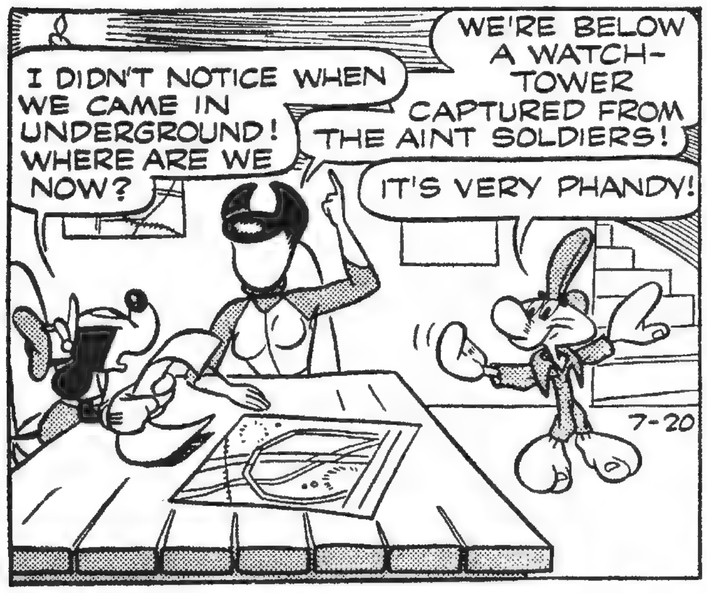

WE HAVE **ELEVEN** SOLDIERS... INCLUDING "HELPLISS".. WHO HAS A HEAD COLD!
WHAT'S YOUR FIRST PMOVE, PGENERAL?
THAT'S EASY! I QUIT!
SNIF
WALT DISNEY

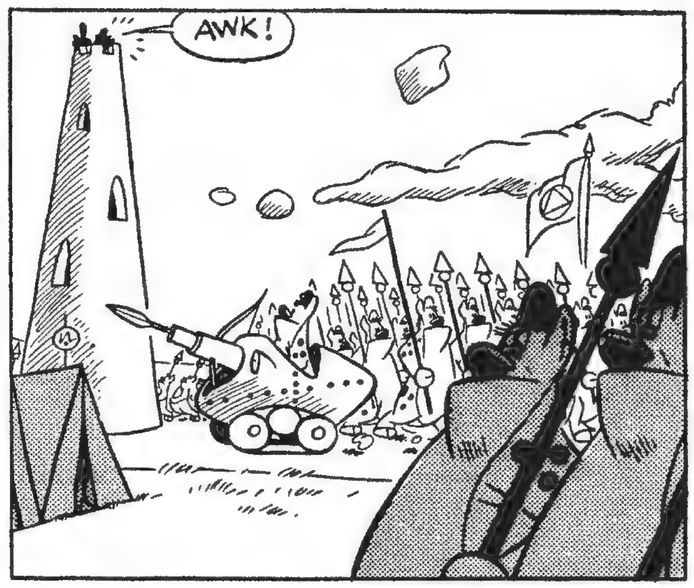

FOURTEEN OF US AGAINST 40,000 AINT SOLDIERS! NO! THERE'LL BE NO WAR!
BUT, GENERAL MICKEY.!.


HOW CAN WE FIGHT WITH THESE WEAPONS?! **THERE'LL BE NO WAR!**
BUT, MICKEE ... IF WE PDON'T PFIGHT THE AINTS... YOU'LL HAVE TO PMARRY THE PRINCESS!


7-19

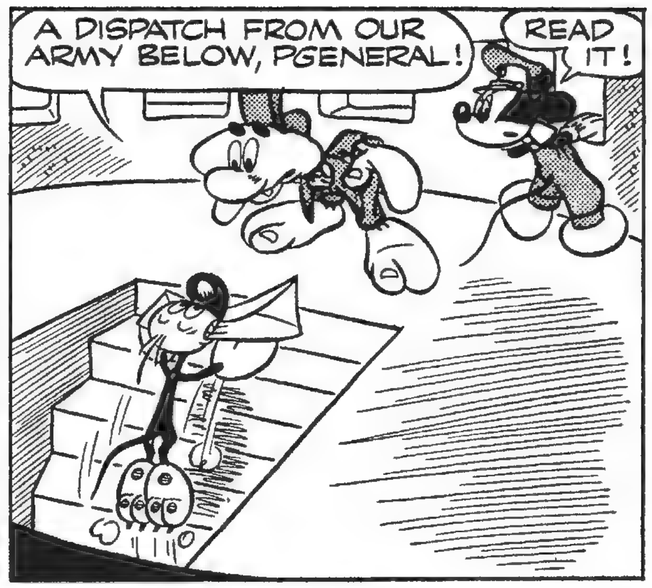

WHAT ARE YOU WAITING FOR? LET'S GET ON WITH THE WAR !
WALT DISNEY

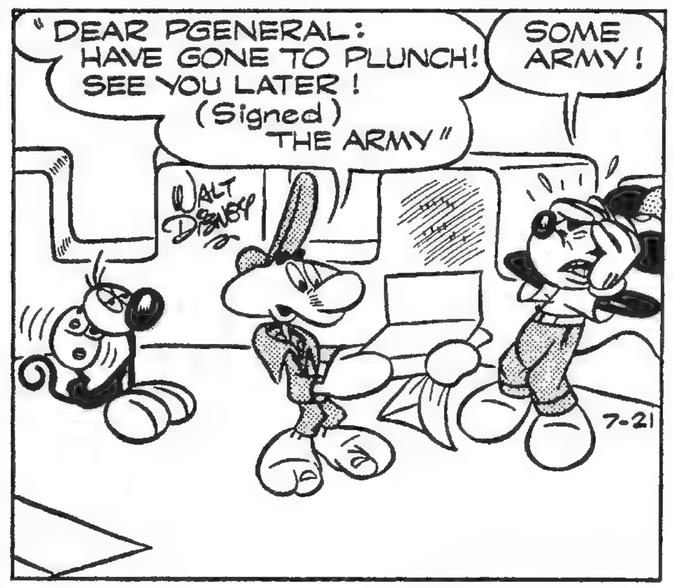

I DIDN'T NOTICE WHEN WE CAME IN UNDERGROUND! WHERE ARE WE NOW?
WE'RE BELOW A WATCH-TOWER CAPTURED FROM THE AINT SOLDIERS!
IT'S VERY PHANDY!
7-20

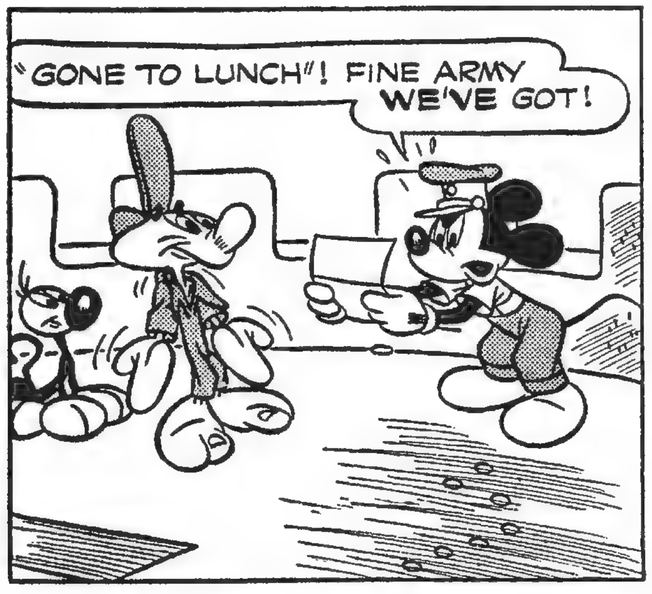

AWK!

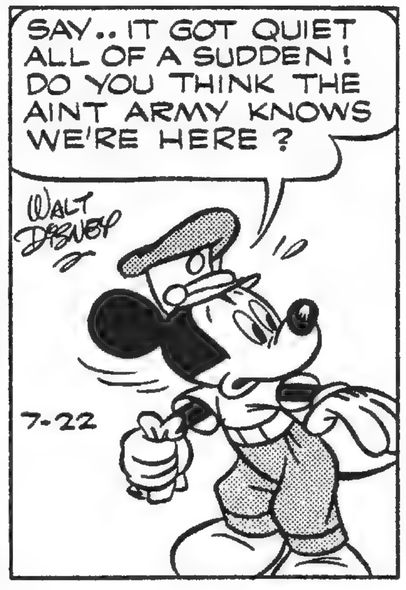
EEGA! WE'RE RIGHT IN THE MIDDLE OF THE ENEMY CAMP!
PTHAT'S WHAT I PSAID! IT'S **PHANDY!**
WALT DISNEY

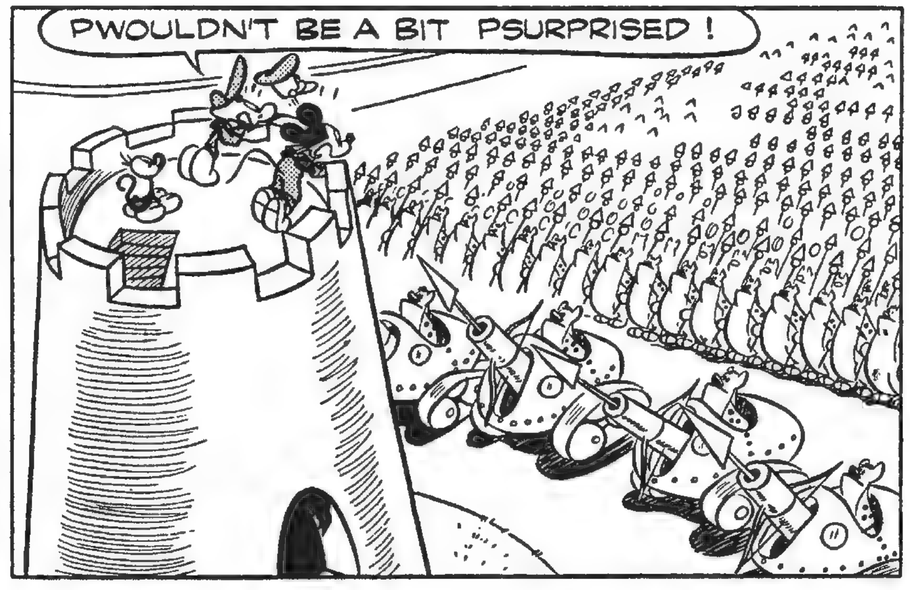
PWHEN DO WE ATTACK, PGENERAL MICKEE?
ATTACK?! ARE YOU CRAZY? AN ARMY OF FOURTEEN AGAINST THE AINT ARMY OF 40,000?!

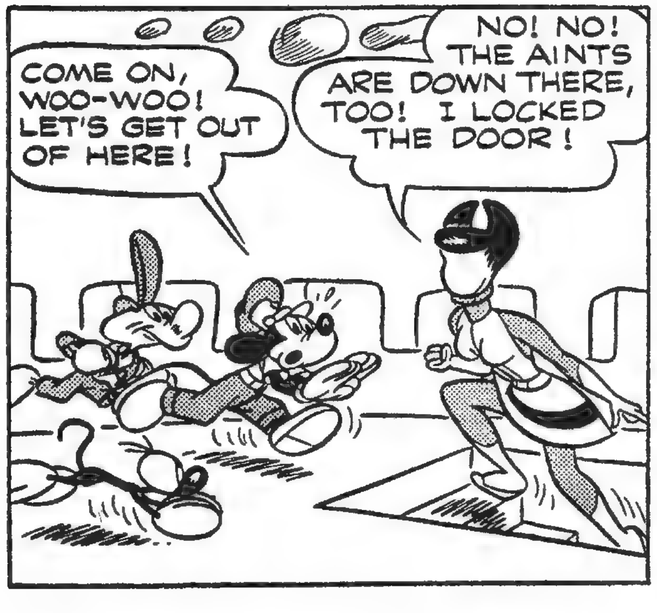

A DISPATCH FROM OUR ARMY BELOW, PGENERAL!
READ IT!

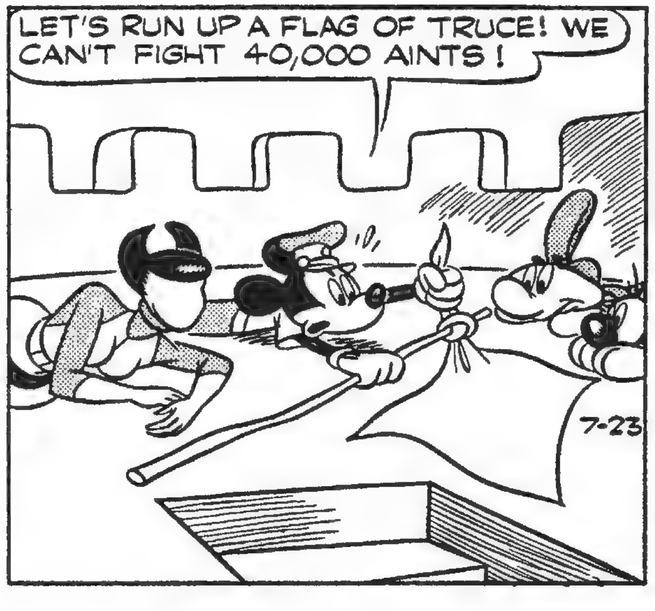

"DEAR PGENERAL: HAVE GONE TO PLUNCH! SEE YOU LATER! (Signed) THE ARMY"
SOME ARMY!
WALT DISNEY
7-21

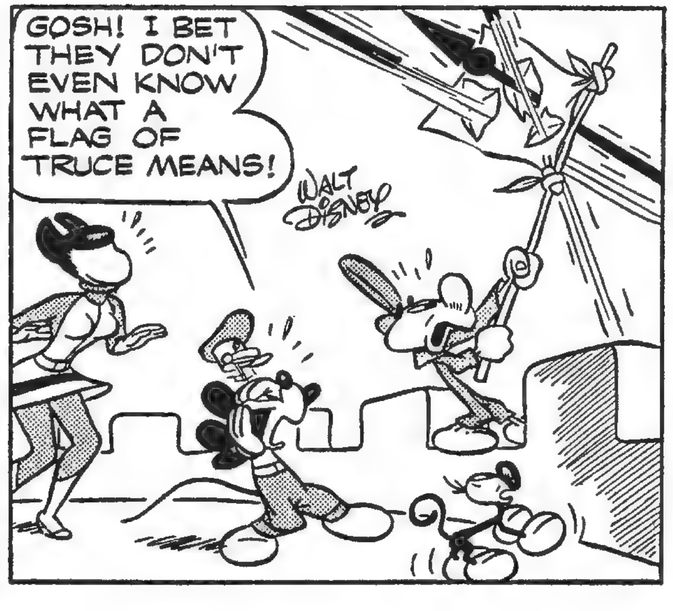

"GONE TO LUNCH"! FINE ARMY WE'VE GOT!

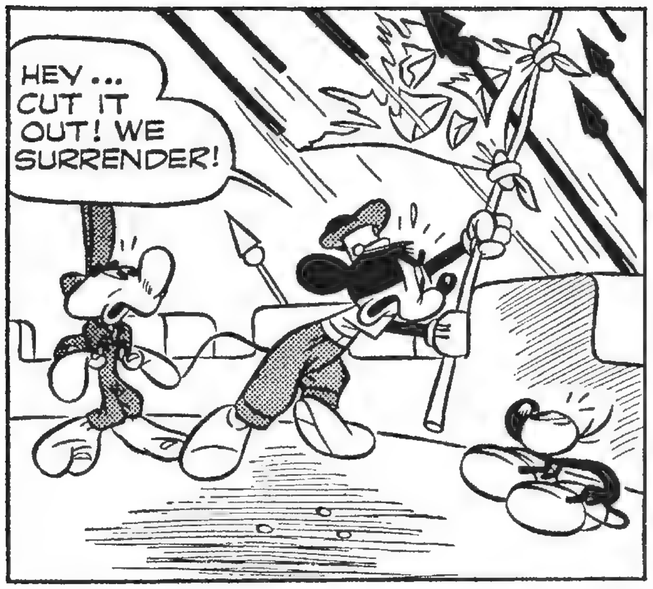

SAY.. IT GOT QUIET ALL OF A SUDDEN! DO YOU THINK THE AINT ARMY KNOWS WE'RE HERE?
WALT DISNEY
7-22

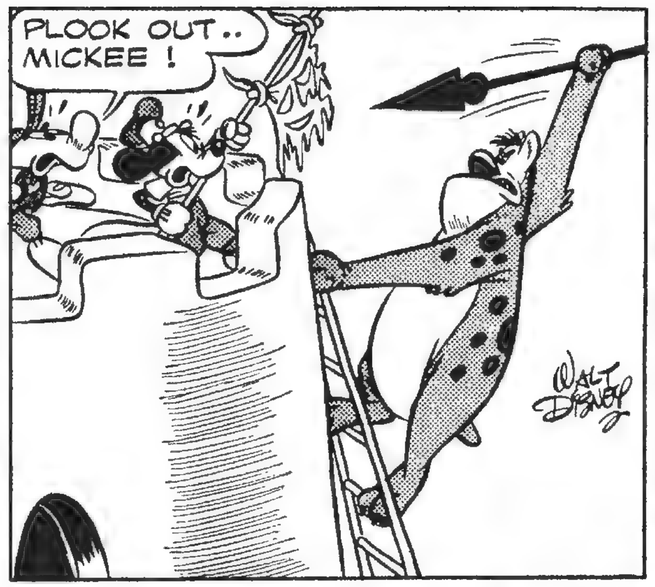

PWOULDN'T BE A BIT PSURPRISED!

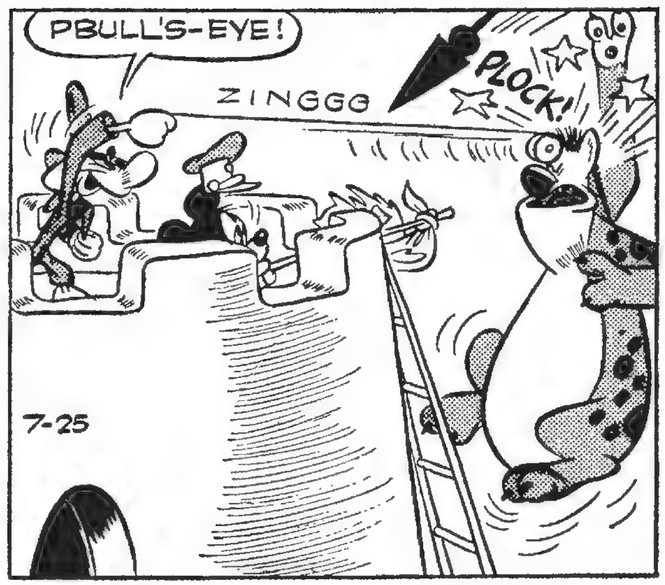

COME ON, WOO-WOO! LET'S GET OUT OF HERE!
NO! NO! THE AINTS ARE DOWN THERE, TOO! I LOCKED THE DOOR!


LET'S RUN UP A FLAG OF TRUCE! WE CAN'T FIGHT 40,000 AINTS!
7-23


GOSH! I BET THEY DON'T EVEN KNOW WHAT A FLAG OF TRUCE MEANS!
WALT DISNEY

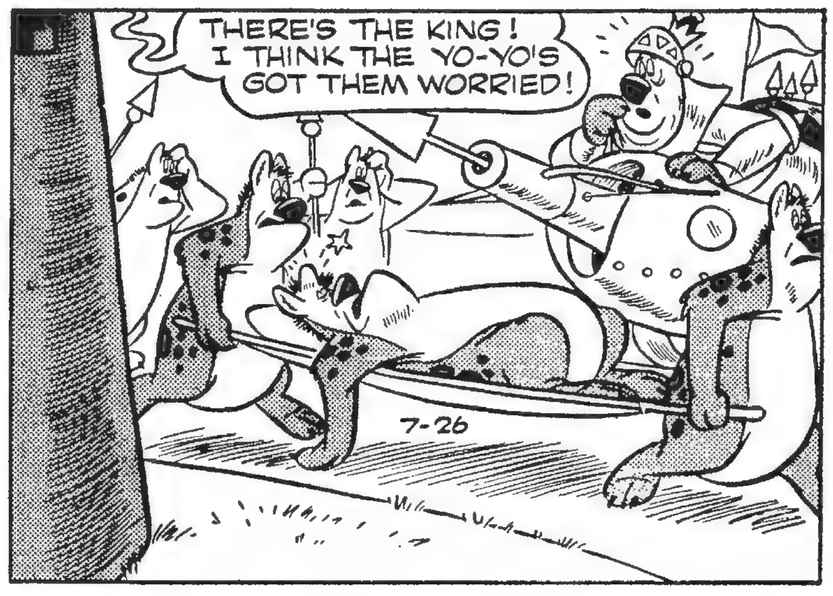

HEY... CUT IT OUT! WE SURRENDER!

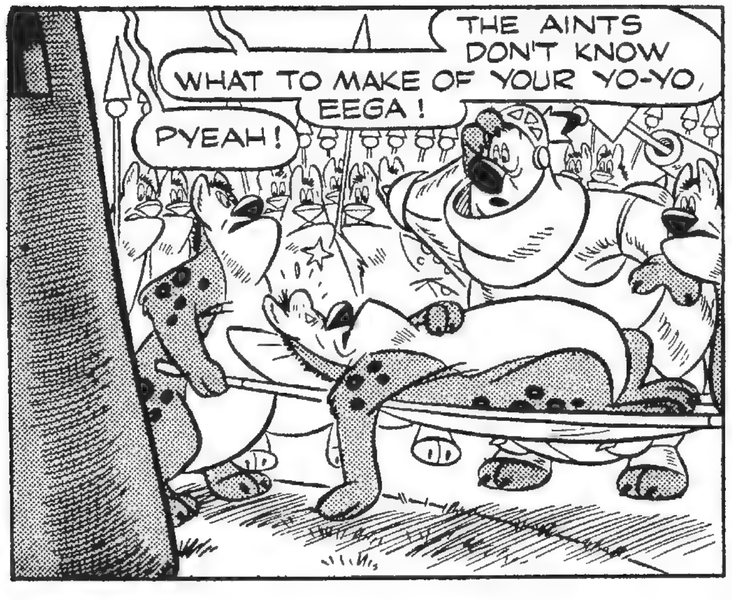

PLOOK OUT.. MICKEE !
WALT DISNEY


PBULL'S-EYE!
ZINGGG
PLOCK!
7-25

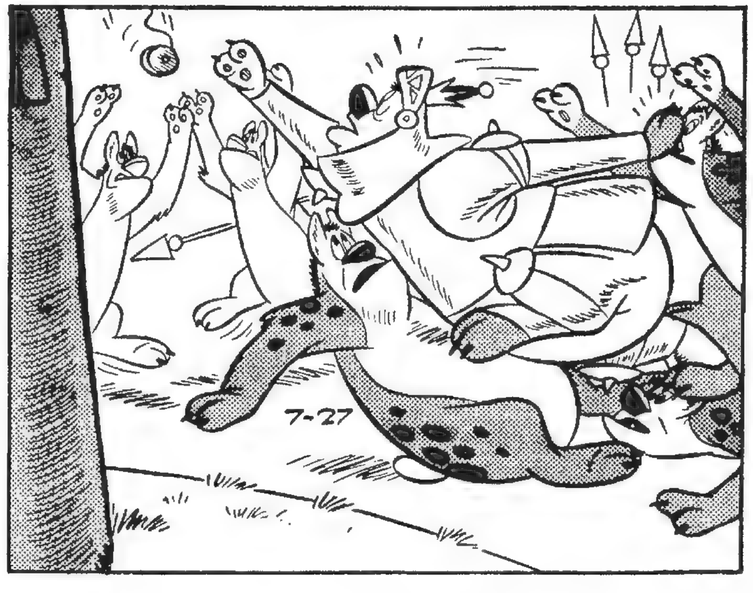
YOU KNOCKED HIM OUT WITH YOUR YO-YO! ... THANKS, EEGA!
PYOU'RE WELCOME!

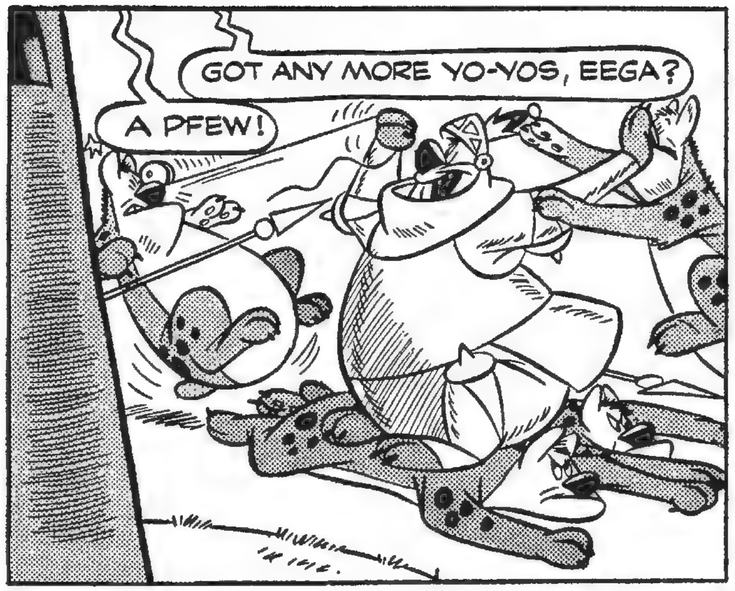
WHAT'S HAPPENED? THEY'VE STOPPED THE ATTACK!
WALT DISNEY

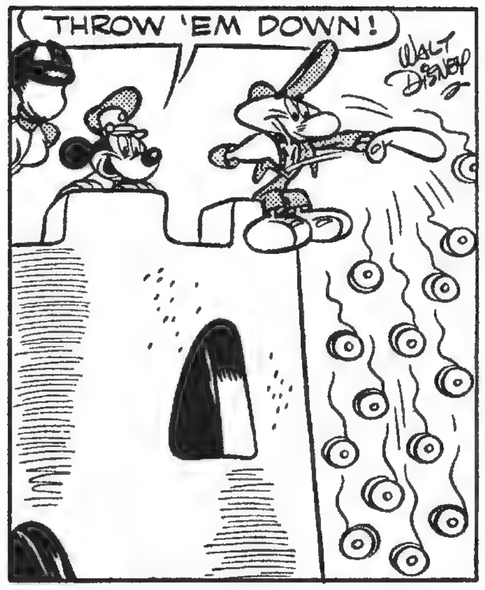

THERE'S THE KING! I THINK THE YO-YO'S GOT THEM WORRIED!
7-26


THE AINTS DON'T KNOW WHAT TO MAKE OF YOUR YO-YO, EEGA!
PYEAH!

I'VE GOT AN IDEA! THROW DOWN YOUR YO-YO, EEGA!
POKAY!
WALT DISNEY

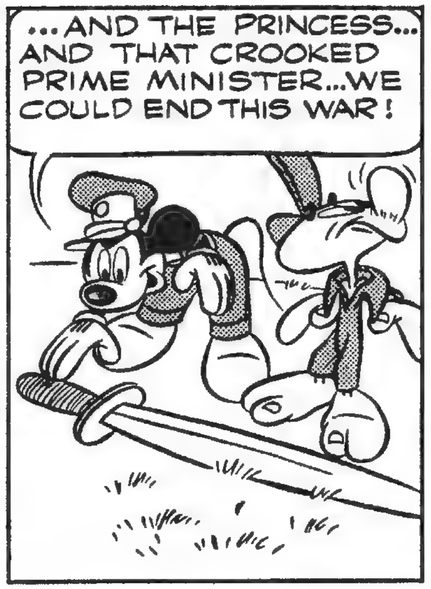

7-27


GOT ANY MORE YO-YOS, EEGA?
A PFEW!

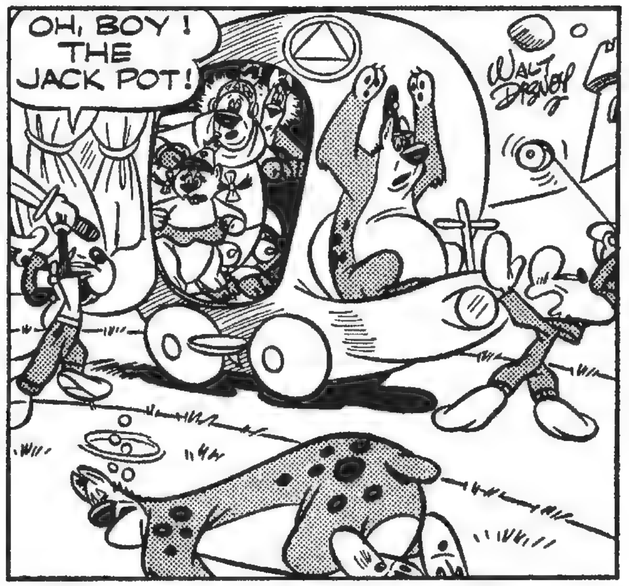

THROW 'EM DOWN!
WALT DISNEY

GUESS WE DON'T NEED AN ARMY, EEGA! THE AINTS ARE ALL FIGHTING EACH OTHER FOR THE YO-YOS!
PGOOD!
7-28

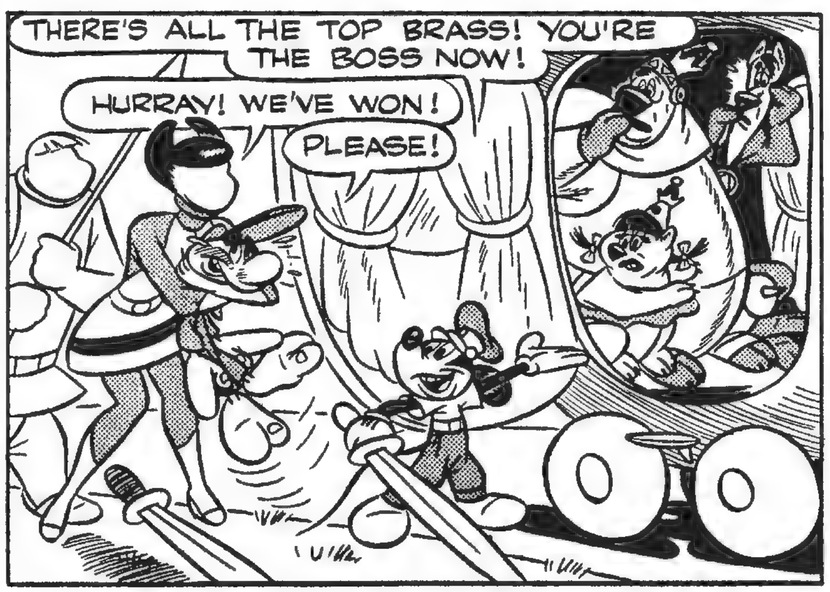
PLOOKS PLIKE WE'VE RUINED THE AINT ARMY!
NOW IF WE COULD ONLY CAPTURE THE KING...

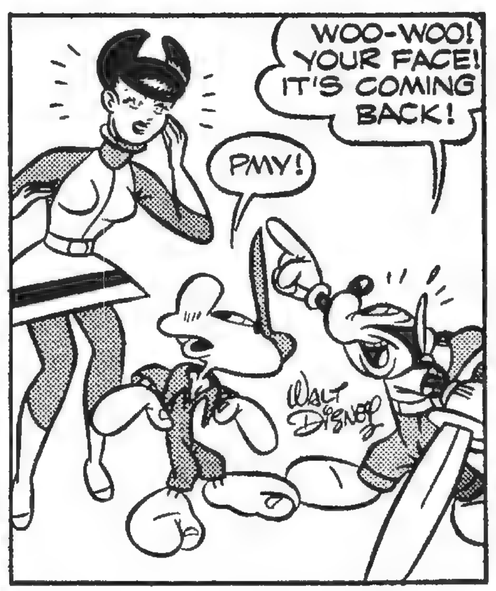

...AND THE PRINCESS... AND THAT CROOKED PRIME MINISTER...WE COULD END THIS WAR!

THAT PCOACH! PSTOP IT!
7-29


OH, BOY! THE JACK POT!
WALT DISNEY

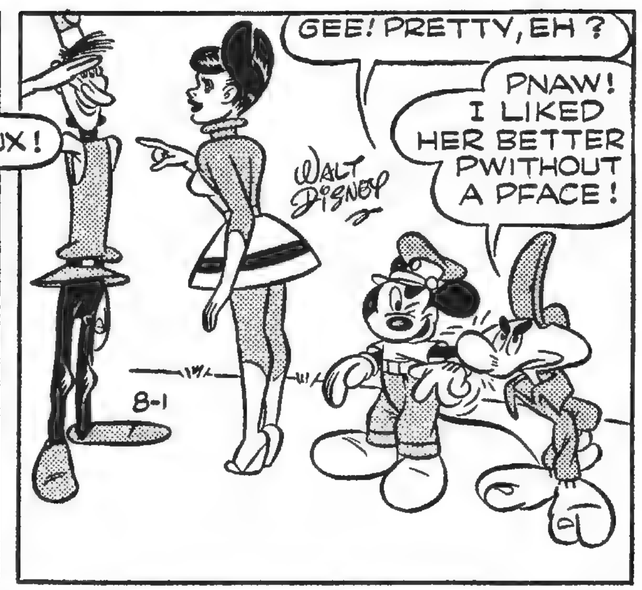
EEGA! MICKEY! WE'VE RELEASED ALL THE HUMAN BEINGS! THEY'RE TAKING OVER THE PLANET!
PSWELL!
WE'VE GOT A SURPRISE FOR YOU, TOO!
7-30


THERE'S ALL THE TOP BRASS! YOU'RE THE BOSS NOW!
HURRAY! WE'VE WON!
PLEASE!


WOO-WOO! YOUR FACE! IT'S COMING BACK!
PMY!
WALT DISNEY

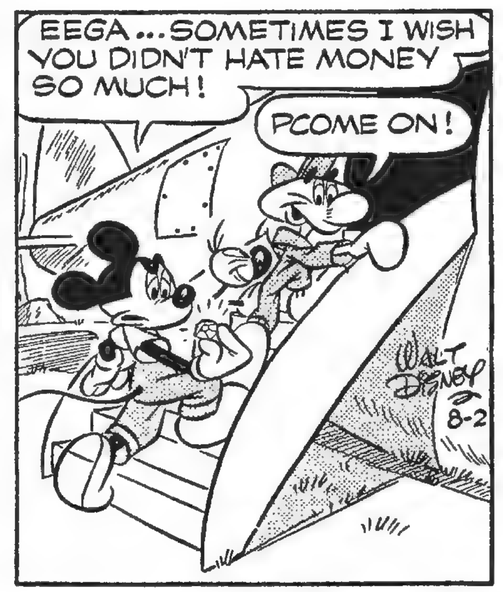
WOO-WOO! YOUR FACE! IT'S COMING BACK!
PGOSH!

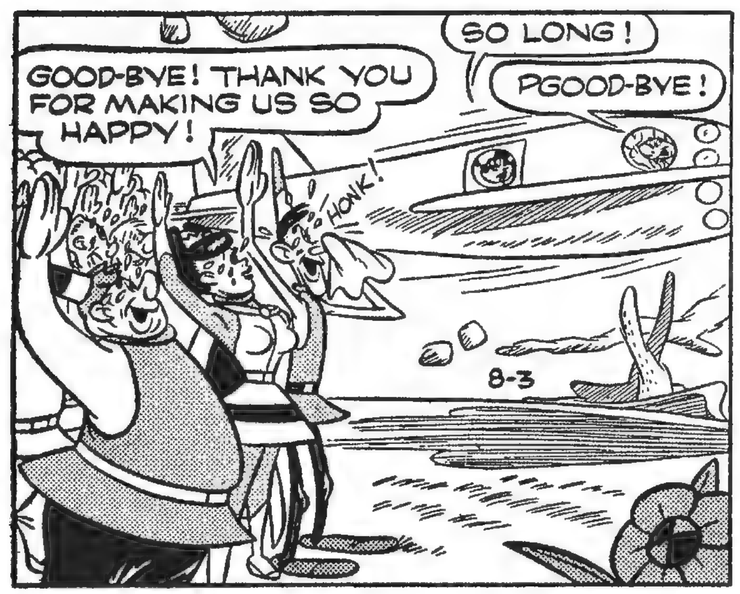
NOW THAT WE HUMANS AGAIN RULE THE PLANET OF "BE-JUNIOR", WE'VE ALL REGAINED FACE!
PSHUX!


GEE! PRETTY, EH?
PNAW! I LIKED HER BETTER PWITHOUT A PFACE!
WALT DISNEY
8-1

HOW IS OUR ROCKET SHIP?
WE'RE PREADY TO PLEAVE!

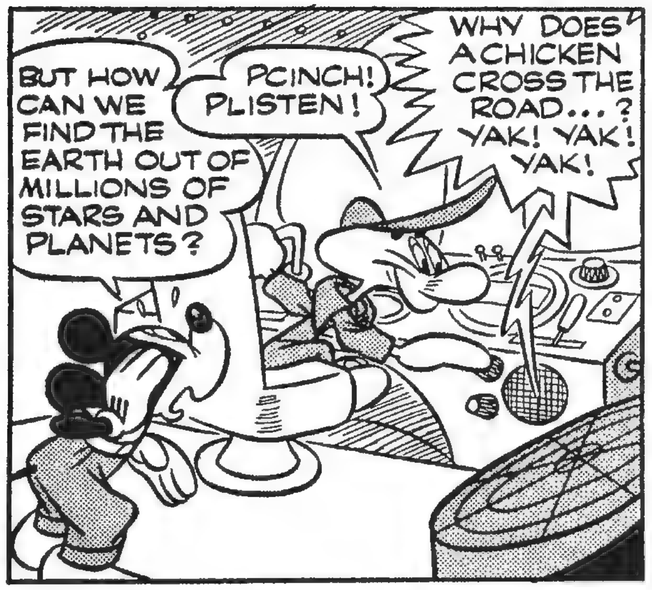
DEAR MICKEY AND EEGA... A TOKEN OF GRATITUDE FOR YOUR SERVICES TO "BE-JUNIOR"!
WELL, THANKS... I...
PNIX! WE CAN'T TAKE OFF WITH THAT JUNK ON BOARD!


EEGA... SOMETIMES I WISH YOU DIDN'T HATE MONEY SO MUCH!
PCOME ON!
WALT DISNEY
8-2

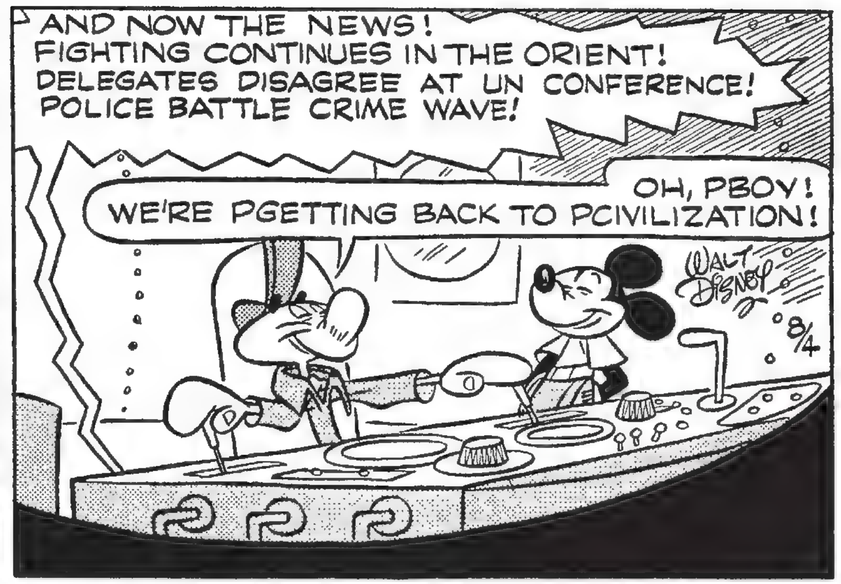

GOOD-BYE! THANK YOU FOR MAKING US SO HAPPY!
SO LONG!
PGOOD-BYE!
HONK!
8-3

PWELL... WE'RE PGOING PHOME!
I JUST THOUGHT OF SOMETHING!

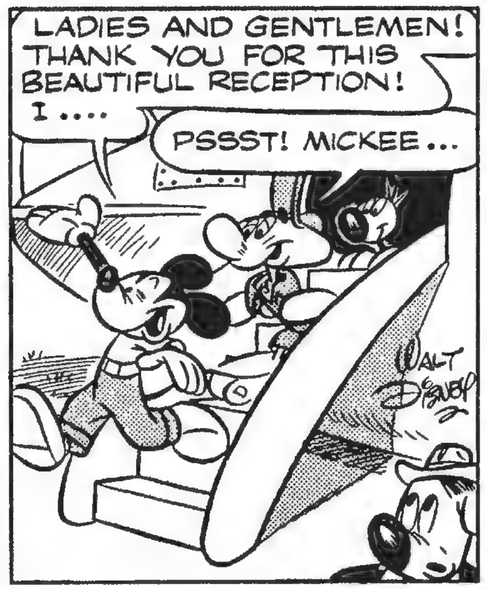
JUST WHICH ONE OF THOSE MILLIONS AND BILLIONS OF PLANETS IS THE EARTH?
WALT DISNEY


BUT HOW CAN WE FIND THE EARTH OUT OF MILLIONS OF STARS AND PLANETS?
PCINCH! PLISTEN!
WHY DOES A CHICKEN CROSS THE ROAD...? YAK! YAK! YAK!

WE PJUST FOLLOW THE PJOKES!
THANK GOODNESS! FOR A MOMENT .. I THOUGHT...

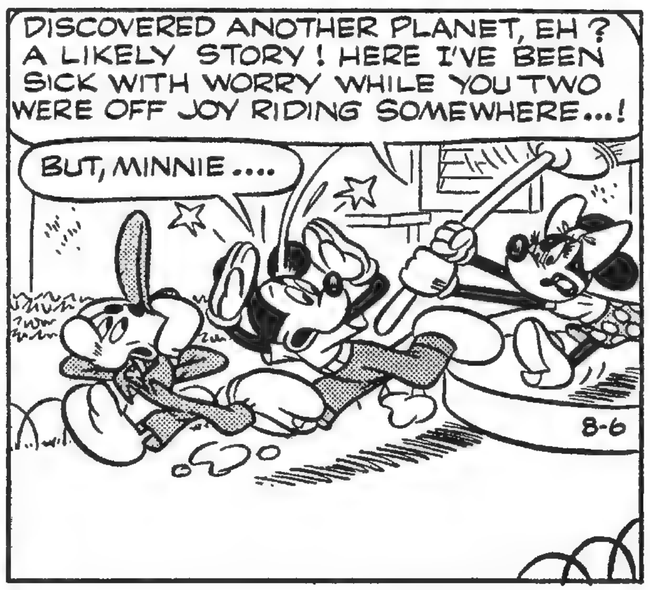

AND NOW THE NEWS! FIGHTING CONTINUES IN THE ORIENT! DELEGATES DISAGREE AT UN CONFERENCE! POLICE BATTLE CRIME WAVE!
OH, PBOY!
WE'RE PGETTING BACK TO PCIVILIZATION!
WALT DISNEY
8/4

WE'RE ALMOST PHOME! PTHERE'S THE AIRPORT!
GEE... THEY MUST BE EXPECTING US! THERE'S BANDS... AND FLOWERS... AND NEWSREELS!


LADIES AND GENTLEMEN! THANK YOU FOR THIS BEAUTIFUL RECEPTION! I....
PSSST! MICKEE...
WALT DISNEY

STAND BACK, YOU BIRDS... WHO DO YOU THINK YOU ARE?
WELCOME Miss WOLFTRAP of 1949
8-5

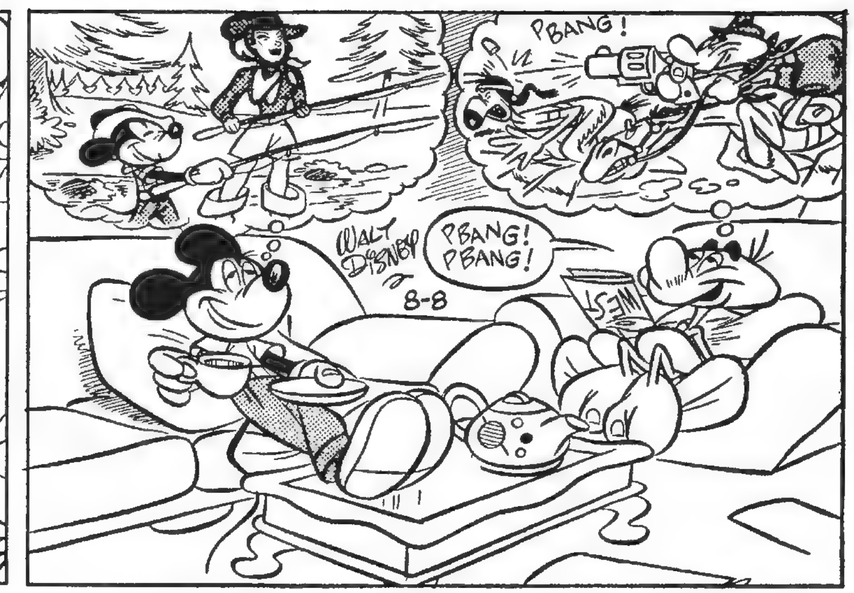
MINNIE... IT'S US! WE'RE BACK SAFE, FROM DISCOVERING A NEW PLANET!
PYEAH...
MICKEY! EEGA BEEVA!


DISCOVERED ANOTHER PLANET, EH? A LIKELY STORY! HERE I'VE BEEN SICK WITH WORRY WHILE YOU TWO WERE OFF JOY RIDING SOMEWHERE...!
BUT, MINNIE....
8-6

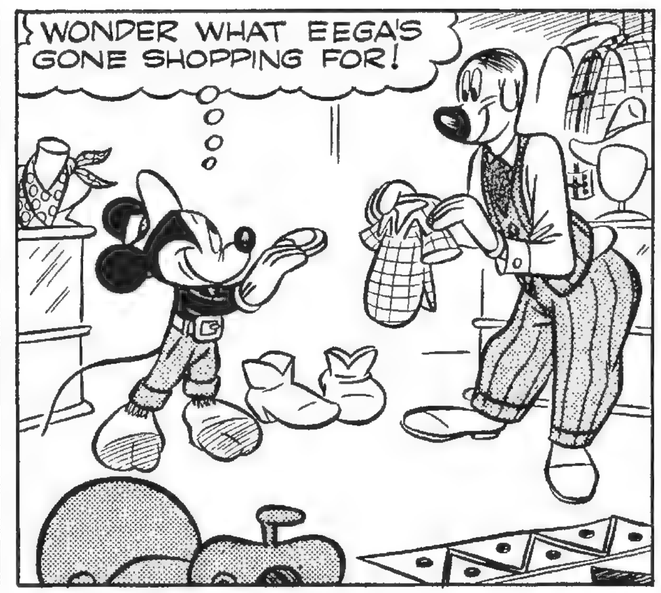
GOSH... DID WE REALLY GO TO A NEW PLANET? DID IT REALLY HAPPEN?
PWHAT'S THE PDIFF? ONCE IT'S OVER, PMEMORIES AND PDREAMS ARE THE SAME PTHING!
WALT DISNEY

GOSH... MY NERVES ARE SHAKY AFTER THAT WILD JOURNEY IN THE ROCKET SHIP!
PWHAT WE PNEED IS A VACATION!
WEST
DUDE RANCH

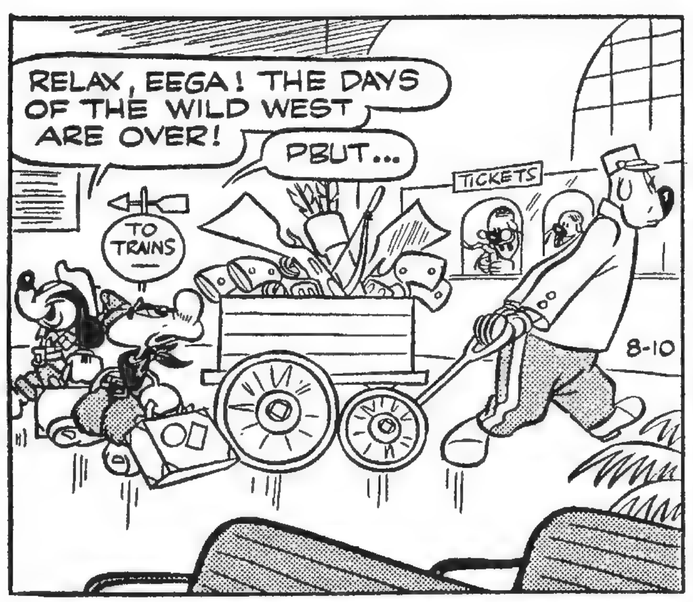
PHOW ABOUT GOING TO A DUDE RANCH?
GOSH, EEGA! THAT'S A GREAT IDEA!
DUDE RANCH

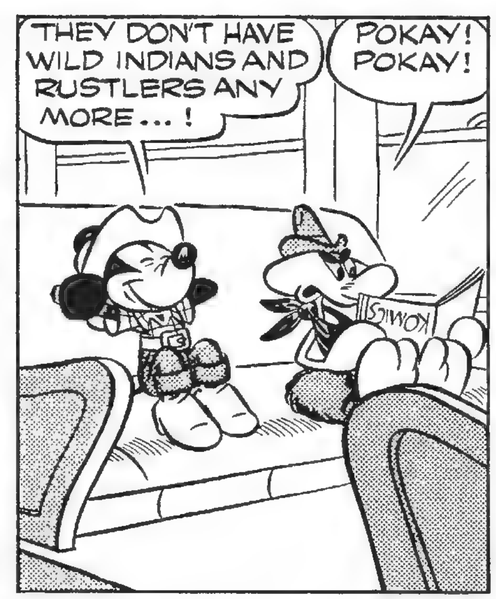

PBANG!
WALT DISNEY
8-8
PBANG! PBANG!
WEST

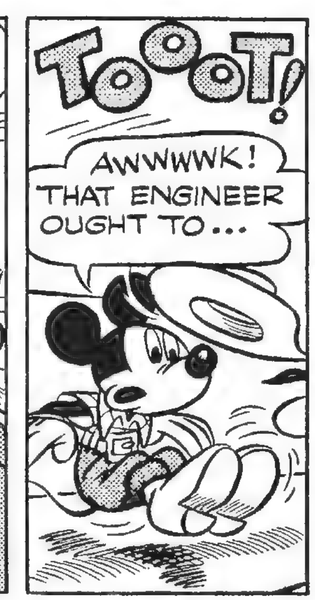
FIRST, WE'LL HAVE TO BUY SOME THINGS FOR OUR VACATION OUT WEST!
POKAY! PSEE YOU LATER!

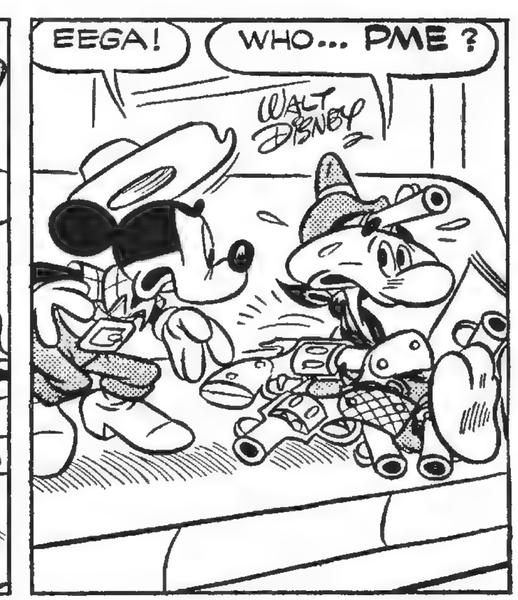

WONDER WHAT EEGA'S GONE SHOPPING FOR!

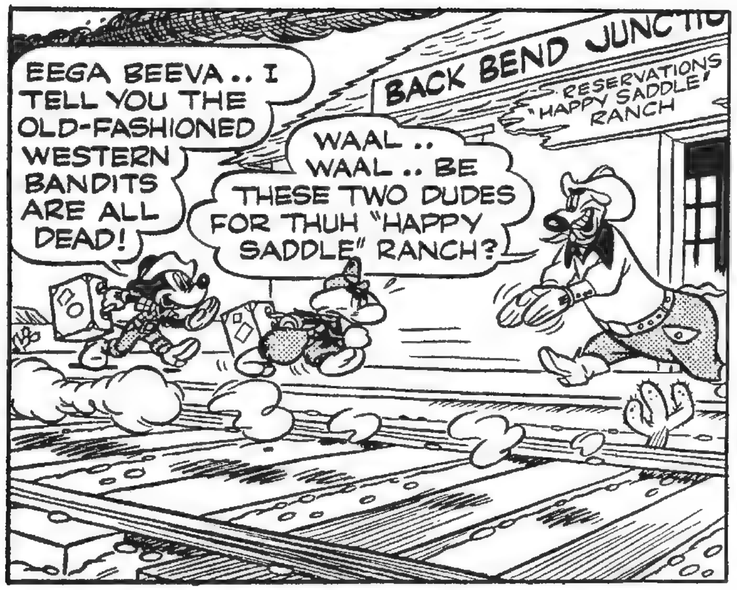
PHOWDY!
EEGA ...! HEY... THE WILD WEST ISN'T THAT WILD!
8-9
WALT DISNEY


RELAX, EEGA! THE DAYS OF THE WILD WEST ARE OVER!
PBUT...
TO TRAINS
TICKETS
8-10

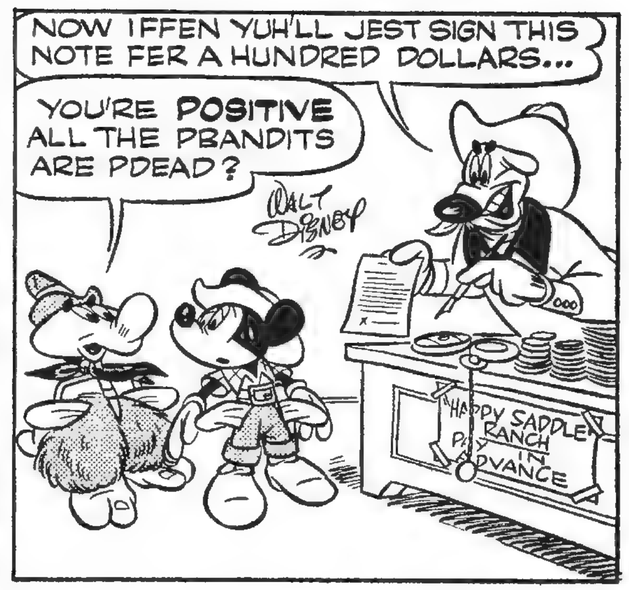

THEY DON'T HAVE WILD INDIANS AND RUSTLERS ANY MORE... !
POKAY! POKAY!
COMICS

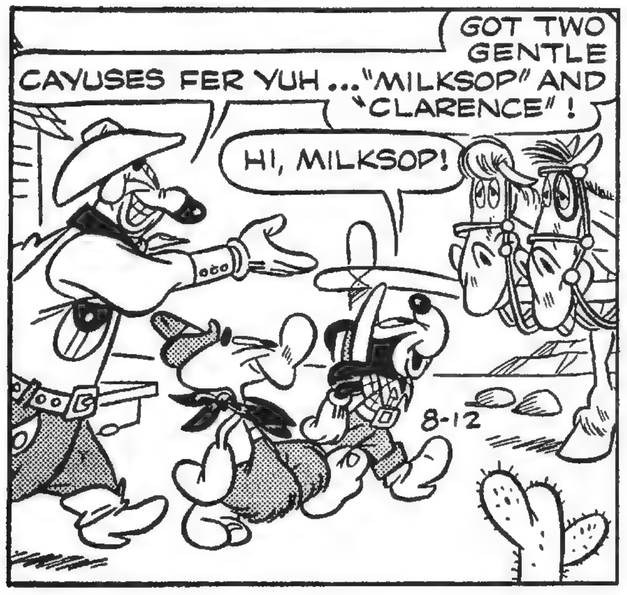

TOOOT!
AWWWWK! THAT ENGINEER OUGHT TO...

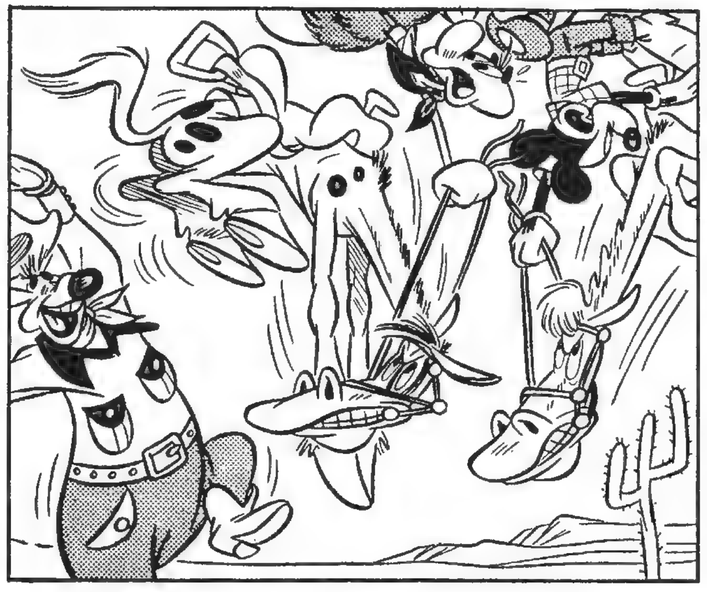

EEGA!
WHO... PME?
WALT DISNEY

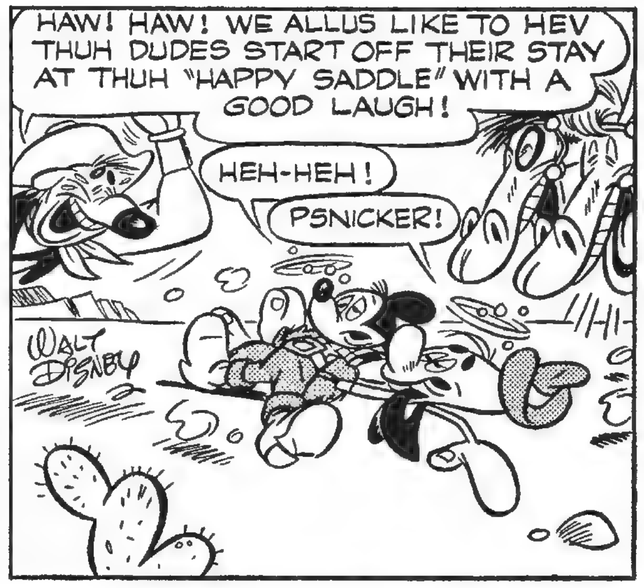

EEGA BEEVA .. I TELL YOU THE OLD-FASHIONED WESTERN BANDITS ARE ALL DEAD!
BACK BEND JUNCTIO
RESERVATIONS "HAPPY SADDLE" RANCH
WAAL .. WAAL .. BE THESE TWO DUDES FOR THUH "HAPPY SADDLE" RANCH?

BUT I DIDN'T THINK IT WOULD COST SO ...
...AND FIFTY DOLLARS FOR DRINKIN' WATER... NICE-LOOKIN' WATCH YUH GOT THAR....
TICKETS
ARRIVE
DEPART
"HAPPY SADDLE" RANCH PAY IN ADVANCE
8-11


NOW IFFEN YUH'LL JEST SIGN THIS NOTE FER A HUNDRED DOLLARS...
YOU'RE POSITIVE ALL THE PBANDITS ARE PDEAD?
WALT DISNEY
HAPPY SADDLE RANCH PAY IN ADVANCE

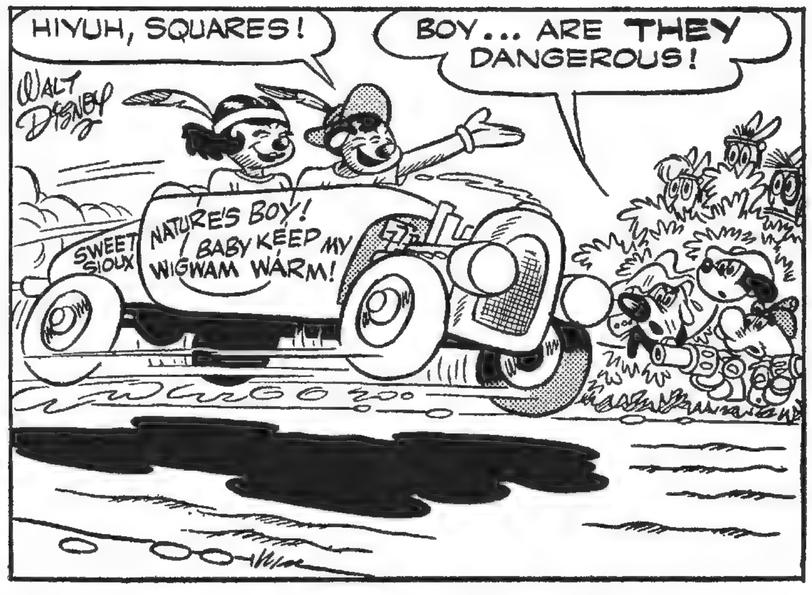

CAYUSES FER YUH ..."MILKSOP" AND "CLARENCE"!
GOT TWO GENTLE
HI, MILKSOP!
8-12

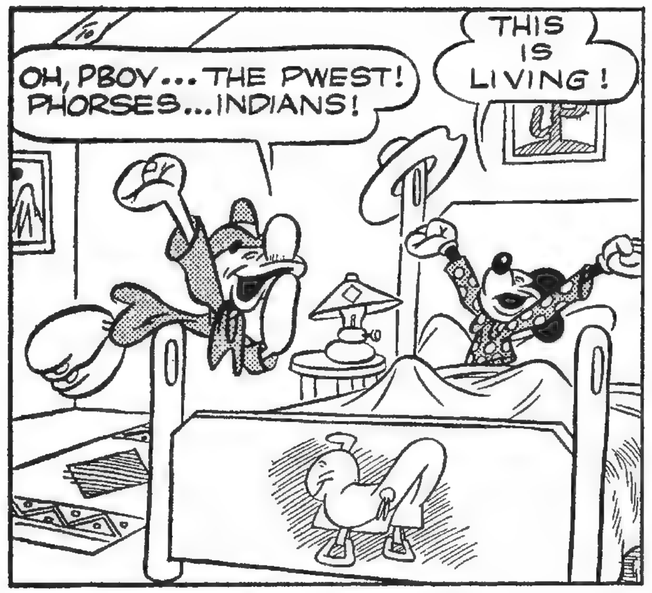



HAW! HAW! WE ALLUS LIKE TO HEV THUH DUDES START OFF THEIR STAY AT THUH "HAPPY SADDLE" WITH A GOOD LAUGH!
HEH-HEH!
PSNICKER!
WALT DISNEY

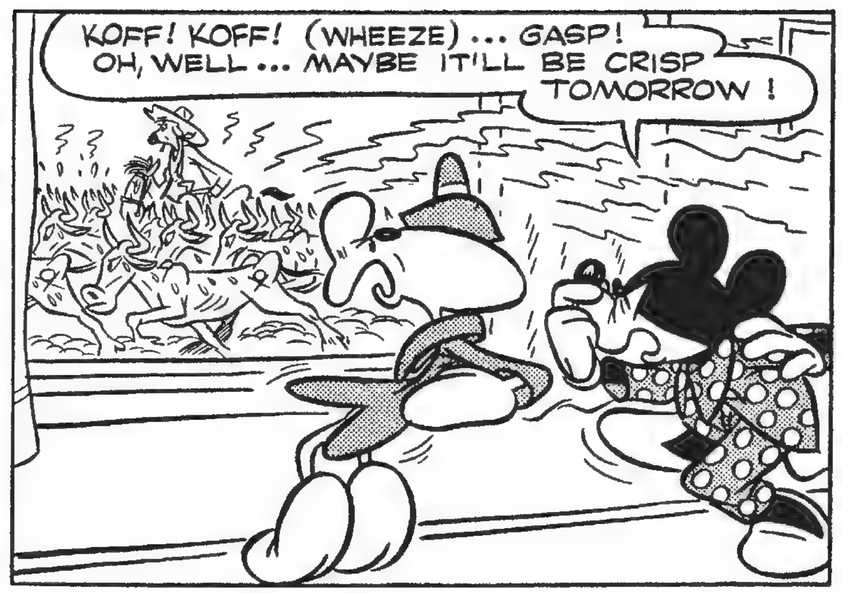
THESE PHORSES MAKE ME PNERVOUS!
TELL ME .. IS THE WEST LIKE IT USED TO BE?
WAAL .... I'LL TELL YUH ...

LOOK OUT! INDIANS!
8-13

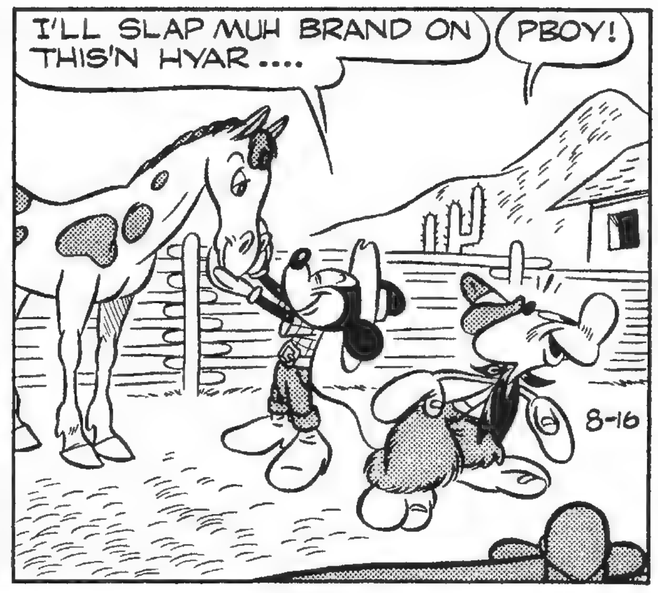

HIYUH, SQUARES!
BOY... ARE THEY DANGEROUS!
WALT DISNEY
SWEET SIOUX
NATURE'S BOY! BABY KEEP MY WIGWAM WARM!

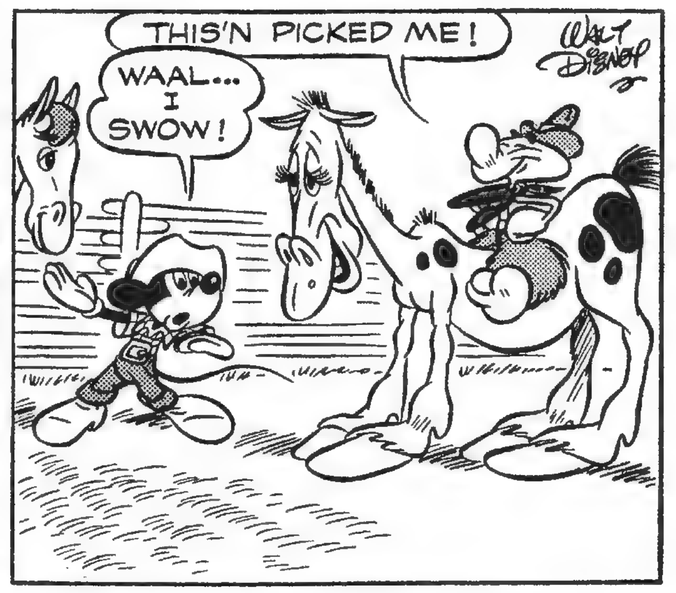

OH, PBOY... THE PWEST! PHORSES...INDIANS!
THIS IS LIVING!

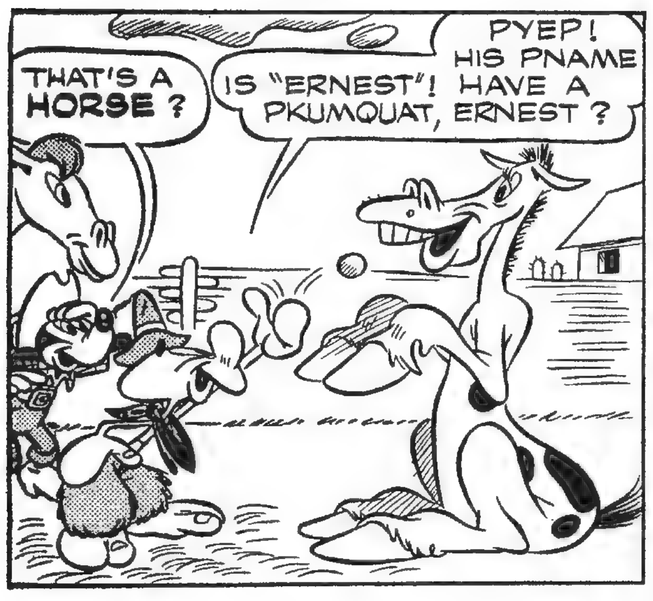
AAAAAHH... PCRISP PFRESH AIR!
WALT DISNEY
8-15

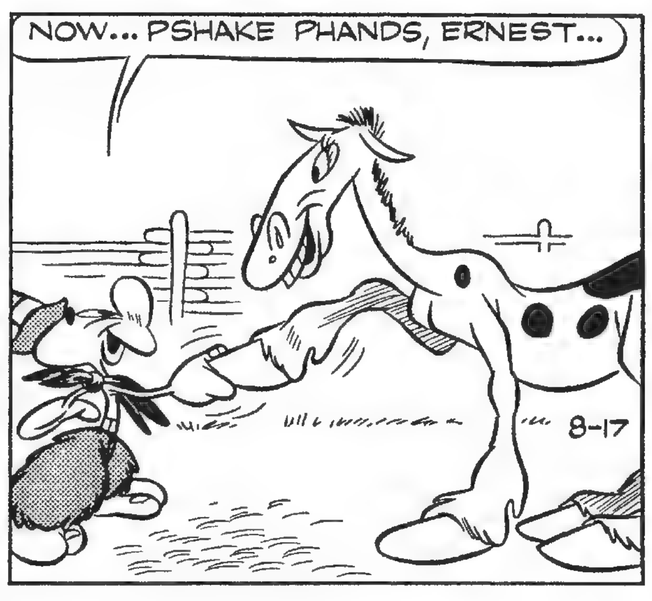

KOFF! KOFF! (WHEEZE)... GASP! OH, WELL... MAYBE IT'LL BE CRISP TOMORROW!

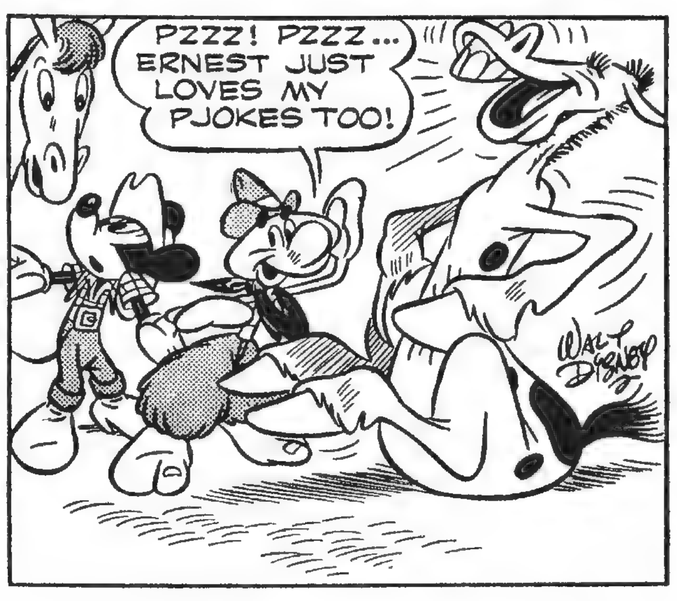
WAAL, PARDNER... LET'S MOSEY DOWN TO THE CORRAL AND SADDLE A CAYUSE....!
PHOWDY.. ER... I MEAN, PSHORE THING!

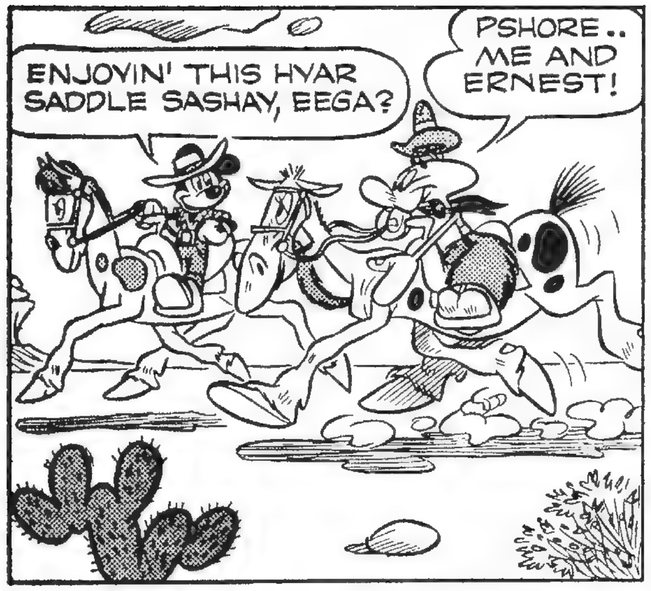

I'LL SLAP MUH BRAND ON THIS'N HYAR....
PBOY!
8-16

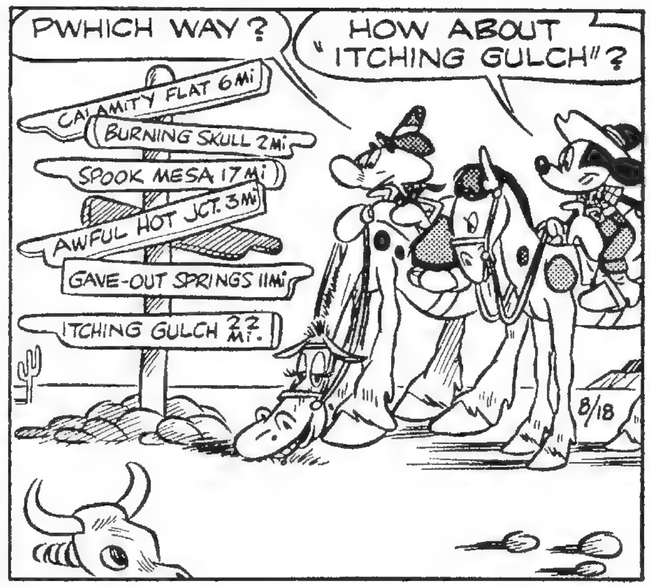

THIS'N PICKED ME!
WALT DISNEY
WAAL... I SWOW!

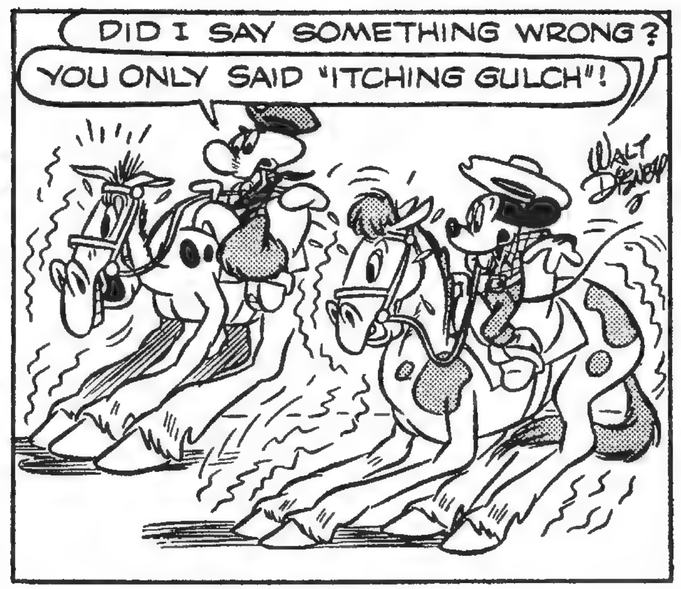

THAT'S A HORSE?
IS "ERNEST"! PYEP! HIS PNAME HAVE A PKUMQUAT, ERNEST?

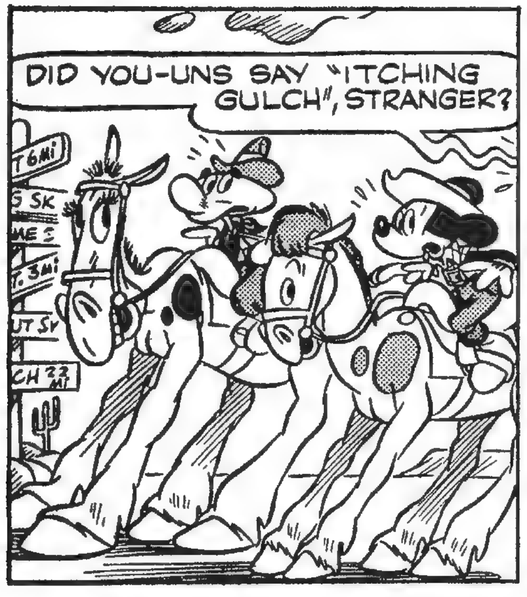

NOW... PSHAKE PHANDS, ERNEST...
8-17

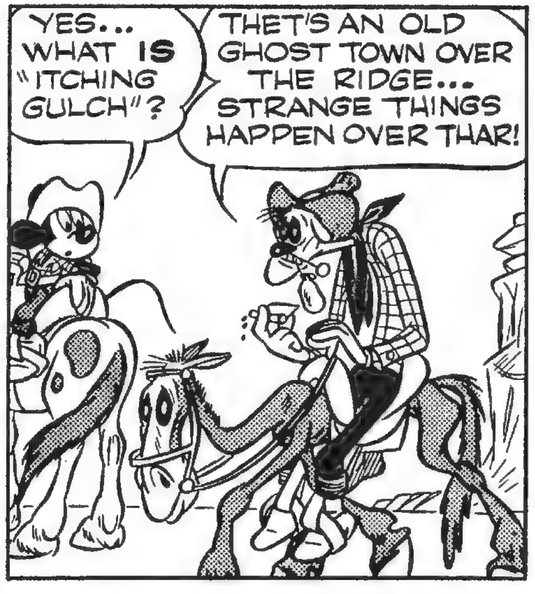

PZZZ! PZZZ... ERNEST JUST LOVES MY PJOKES TOO!
WALT DISNEY


ENJOYIN' THIS HYAR SADDLE SASHAY, EEGA?
PSHORE.. ME AND ERNEST!

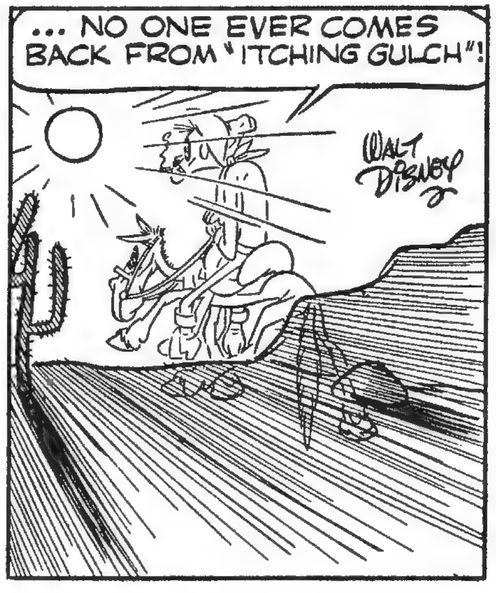

PWHICH WAY?
HOW ABOUT "ITCHING GULCH"?
CALAMITY FLAT 6 MI
BURNING SKULL 2 MI
SPOOK MESA 17 MI
AWFUL HOT JCT. 3 MI
GAVE-OUT SPRINGS 11 MI
ITCHING GULCH 22 MI.
8/18


DID I SAY SOMETHING WRONG?
YOU ONLY SAID "ITCHING GULCH"!
WALT DISNEY


DID YOU-UNS SAY "ITCHING GULCH", STRANGER?


YES... WHAT IS "ITCHING GULCH"?
THET'S AN OLD GHOST TOWN OVER THE RIDGE... STRANGE THINGS HAPPEN OVER THAR!

SOUNDS INTERESTING! THINK WE COULD VISIT OVER THERE?
SURE COULD! THAR'S JEST ONE TROUBLE..
8-19


... NO ONE EVER COMES BACK FROM "ITCHING GULCH"!
WALT DISNEY

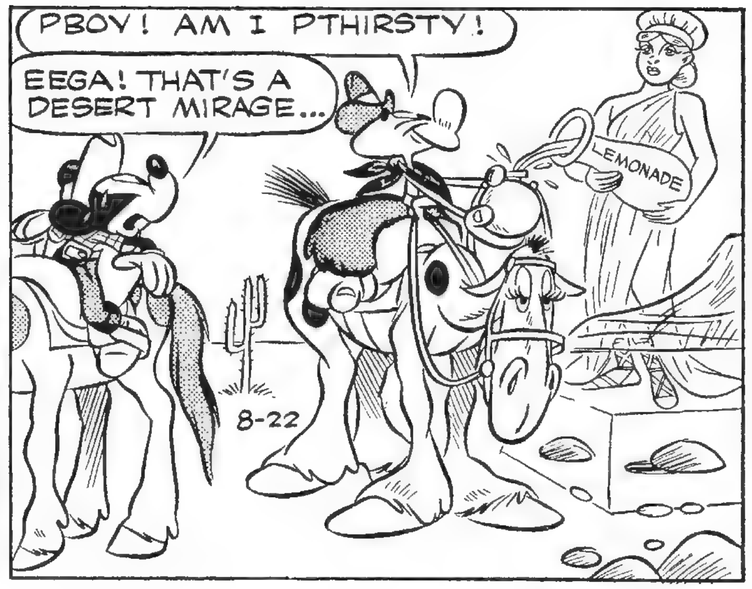
WELL... WE AREN'T GOING TO THAT GHOST TOWN "ITCHING GULCH"... I CAN TELL YOU THAT!
PNO?

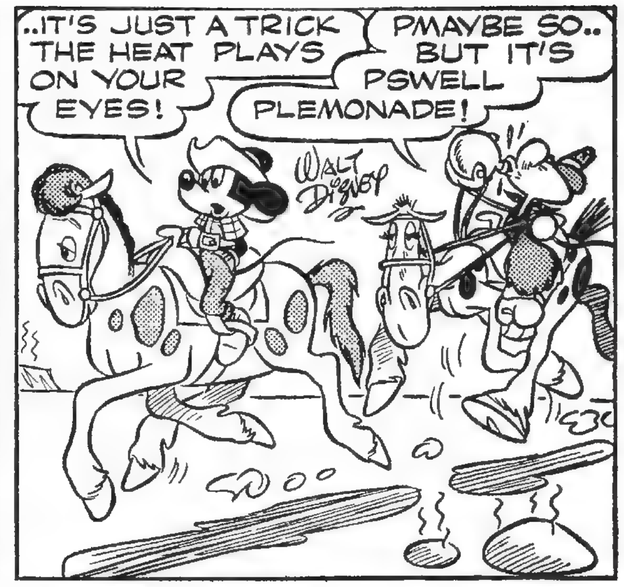
YOU HEARD WHAT THAT COWBOY SAID! NO ONE WHO GOES THERE EVER COMES BACK!
PYEP!
8-20

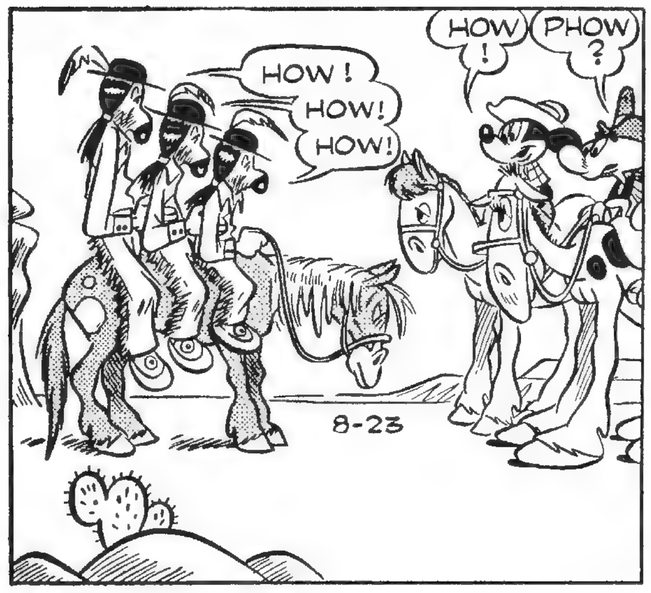
I HOPE YOU DON'T THINK I'M CRAZY ENOUGH TO GO!
PCOURSE NOT!

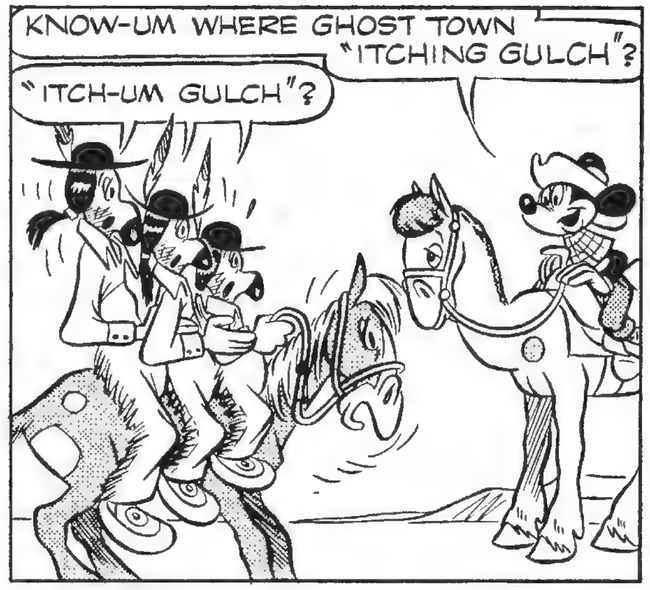
NEXT MORNING.
WISE GUY! YOU KNEW WE WERE GOING, ALL THE TIME .. DIDN'T YOU?
ITCHING GULCH 23 MI
WALT DISNEY

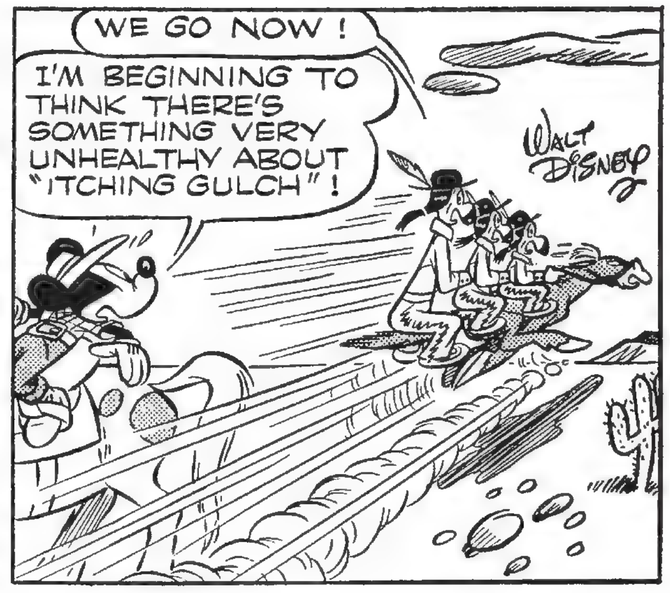
GOSH.. IT'S HOT!
PLOOK!
ITCHING GULCH 18 MI


PBOY! AM I PTHIRSTY!
EEGA! THAT'S A DESERT MIRAGE...
LEMONADE
8-22


..IT'S JUST A TRICK THE HEAT PLAYS ON YOUR EYES!
PMAYBE SO.. BUT IT'S PSWELL PLEMONADE!
WALT DISNEY

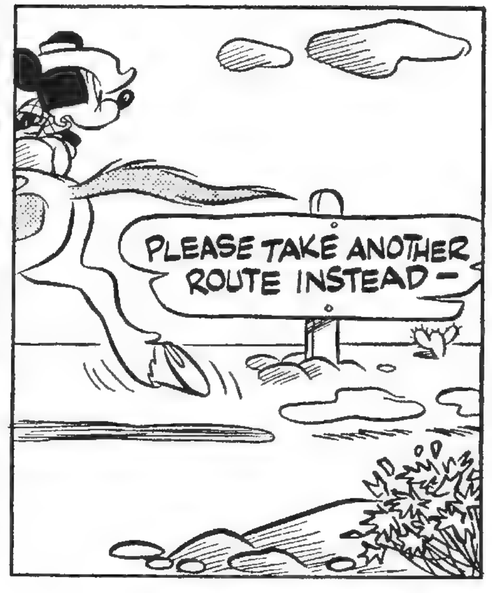

HOW!
HOW!
HOW!
HOW!
PHOW?
8-23


KNOW-UM WHERE GHOST TOWN "ITCHING GULCH"?
"ITCH-UM GULCH"?


WE GO NOW!
I'M BEGINNING TO THINK THERE'S SOMETHING VERY UNHEALTHY ABOUT "ITCHING GULCH"!
WALT DISNEY

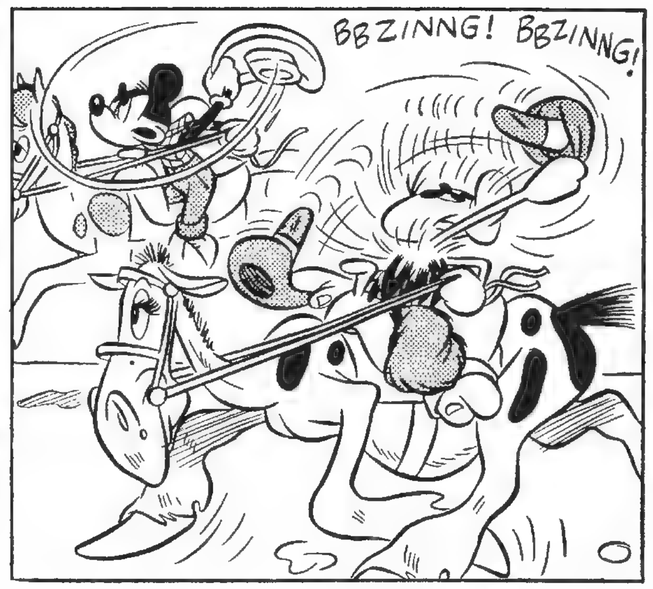
LOOK, EEGA... A SIGN!
ITCHING GULCH IS JUST AHEAD

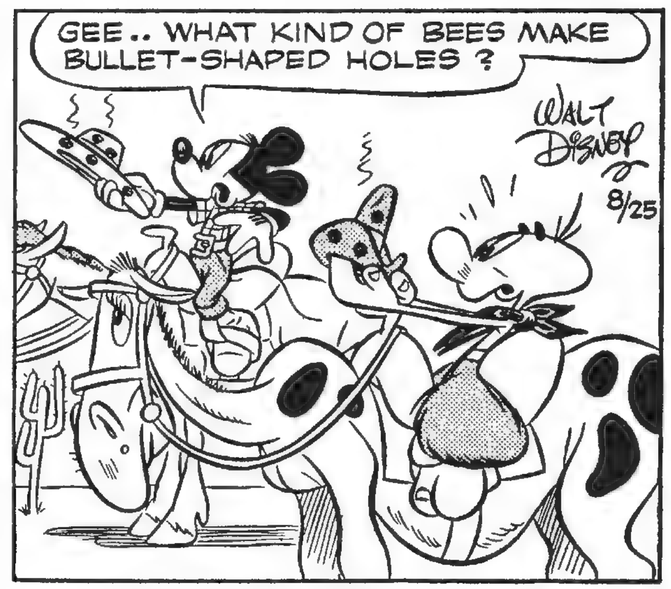
DON'T SAY WE DIDN'T WARN YOU!
8-24


PLEASE TAKE ANOTHER ROUTE INSTEAD—

WALT DISNEY
OR ALL WILL SURELY MOURN YOU!

WE MUST BE ALMOST TO "ITCHING GULCH" AND... GOSH, THESE BEES!
BBBZINNG!
BBZINNG!


BBZINNG! BBZINNG!


GEE.. WHAT KIND OF BEES MAKE BULLET-SHAPED HOLES ?
WALT DISNEY
8/25

SOME VARMINTS HAVE BEEN USING US FOR TARGET PRACTICE!
PGOLLY...

WELL... GUESS NO HARM'S DONE ....
PGUESS AGAIN...
8/26

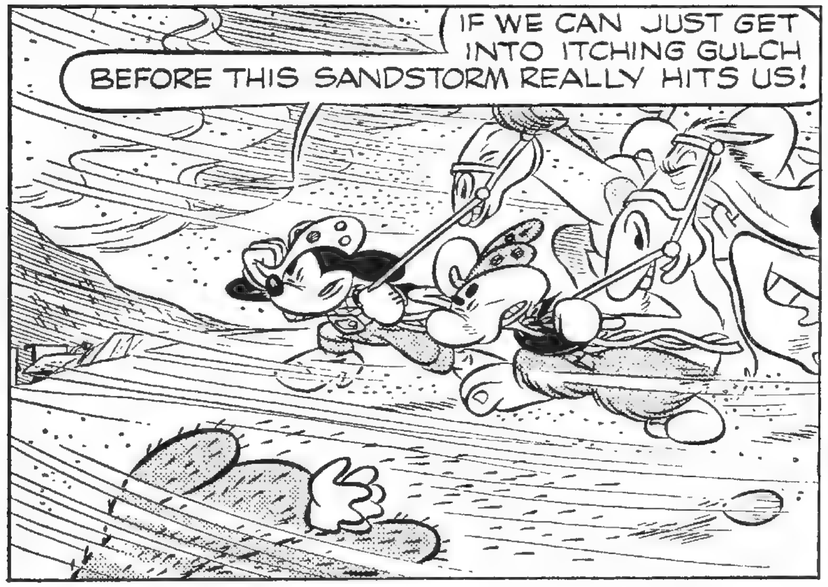
OUR WATER BAGS! THEY'RE FULL OF HOLES!
THEY AIN'T PFULL OF PWATER!
WATER
WALT DISNEY

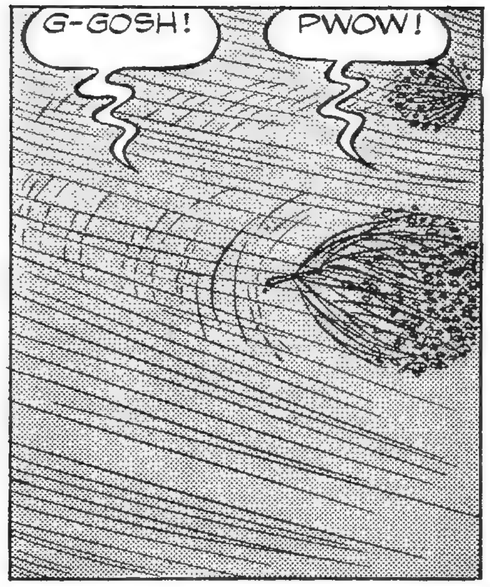
GOSH.. NOW OUR WATER'S ALL GONE!
PDON'T WORRY... I'LL FIND SOME WITH MY WILLOW ROD!

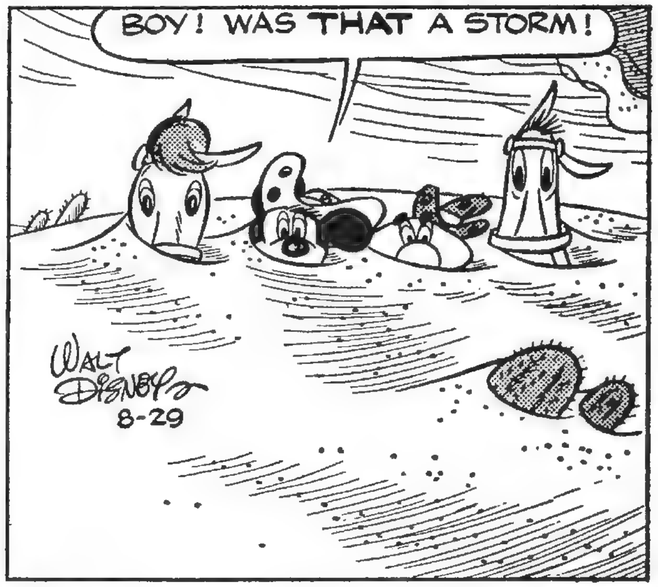
PSHOULD BE SOME AROUND HERE!
I'LL WAIT IN THE GULLY!

PHELP!
8-27

OH BOY! WATER!
PNEVER MIND! GET ME DOWN OFF HERE!
WALT DISNEY

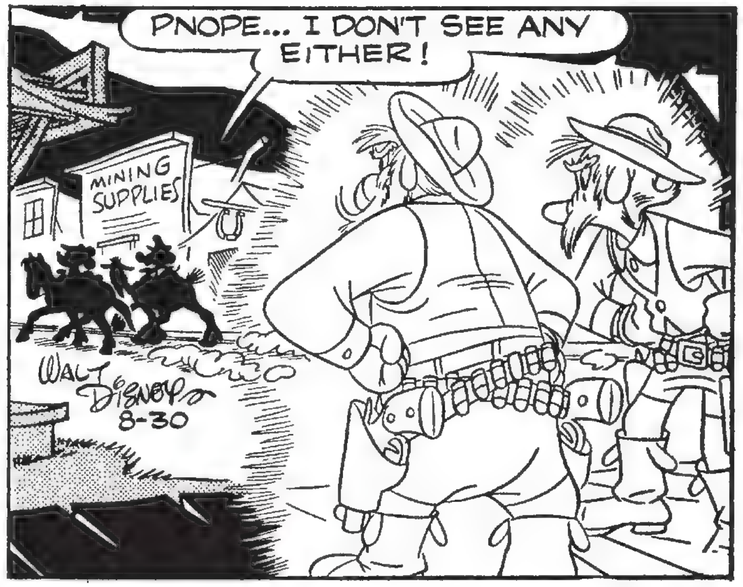

IF WE CAN JUST GET INTO ITCHING GULCH BEFORE THIS SANDSTORM REALLY HITS US!

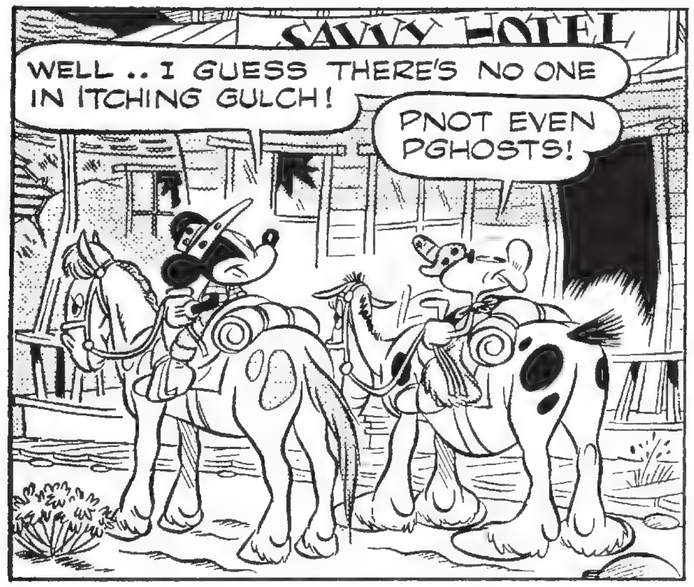

G-GOSH!
PWOW!

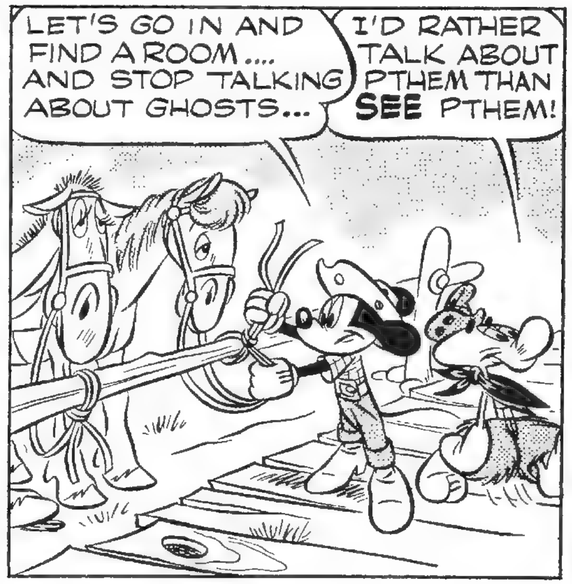

BOY! WAS THAT A STORM!
WALT DISNEY
8-29

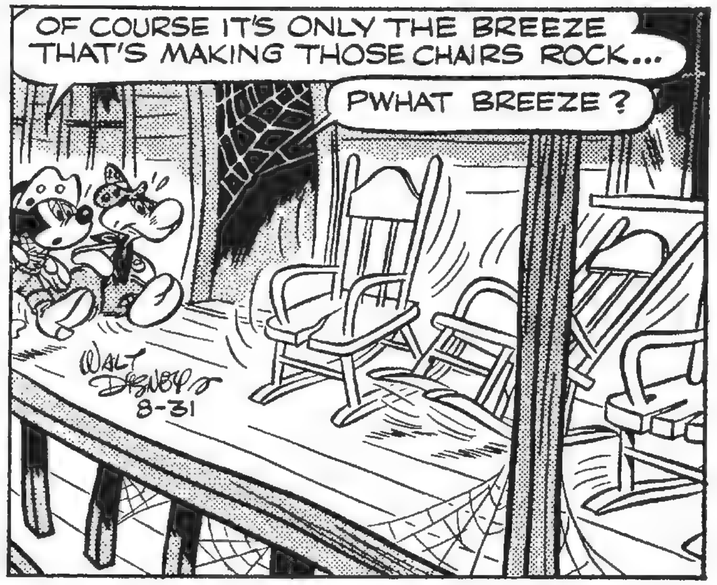
SO THIS IS ITCHING GULCH!
PKIND OF SCARY!
CAFE
HARDWARE
GEN'L. MER.

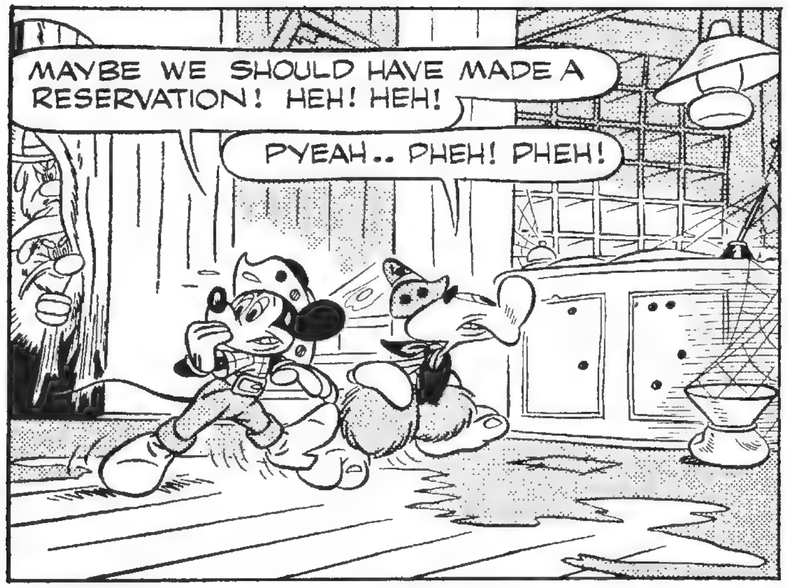
IT MAY BE A GHOST TOWN, BUT I DON'T SEE ANY GHOSTS!

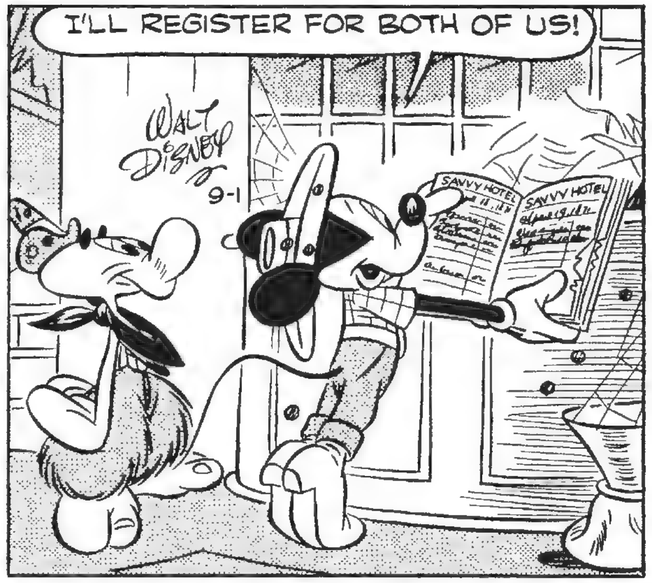

PNOPE... I DON'T SEE ANY EITHER!
MINING SUPPLIES
WALT DISNEY
8-30


SAVVY HOTEL
WELL .. I GUESS THERE'S NO ONE IN ITCHING GULCH!
PNOT EVEN PGHOSTS!


LET'S GO IN AND FIND A ROOM.... AND STOP TALKING ABOUT GHOSTS...
I'D RATHER TALK ABOUT PTHEM THAN SEE PTHEM!


OF COURSE IT'S ONLY THE BREEZE THAT'S MAKING THOSE CHAIRS ROCK...
PWHAT BREEZE?
WALT DISNEY
8-31


MAYBE WE SHOULD HAVE MADE A RESERVATION! HEH! HEH!
PYEAH.. PHEH! PHEH!

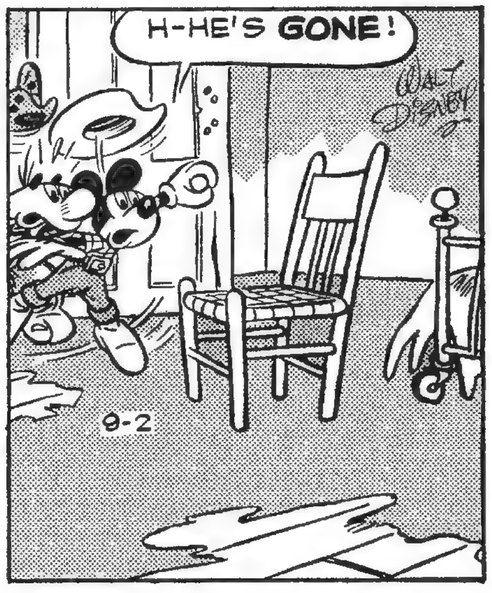

I'LL REGISTER FOR BOTH OF US!
WALT DISNEY
9-1

YOU KNOW... I THINK WE'RE THE FIRST GUESTS HERE IN A LONG TIME!
SAVVY HOTEL
April 19, 1871
Wild Bill Hickok
Buffalo Bill
Deadwood
Cheyenne
Mickey Mouse

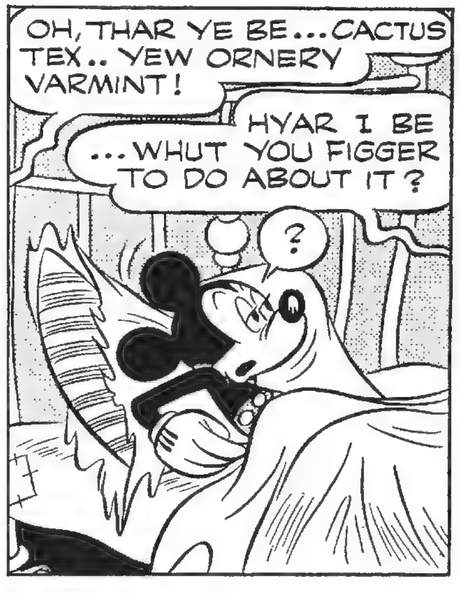
LET'S TRY THIS ROOM!
PWHY NOT?

OH... EXCUSE ME!
THET'S ALL RIGHT, PARDNER!

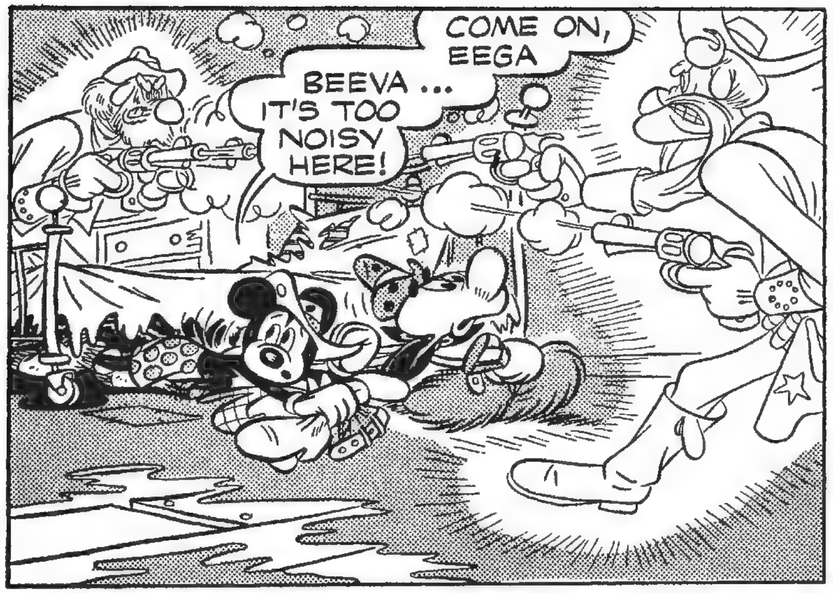
WHAT TH'...?
PHUH...?
SLAM!


H-HE'S GONE!
WALT DISNEY
9-2

WELL, GHOSTS OR NO GHOSTS... I'M GOING TO GET SOME REST!
PME TOO!

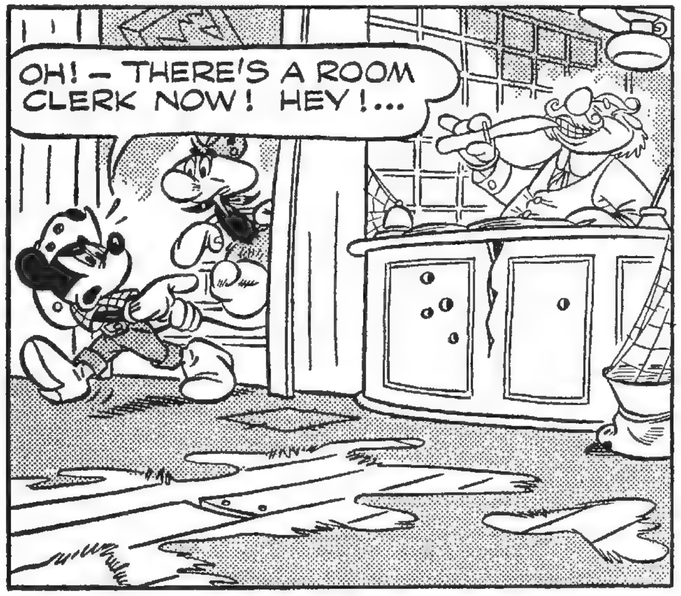

OH, THAR YE BE... CACTUS TEX.. YEW ORNERY VARMINT!
HYAR I BE ...WHUT YOU FIGGER TO DO ABOUT IT?
?

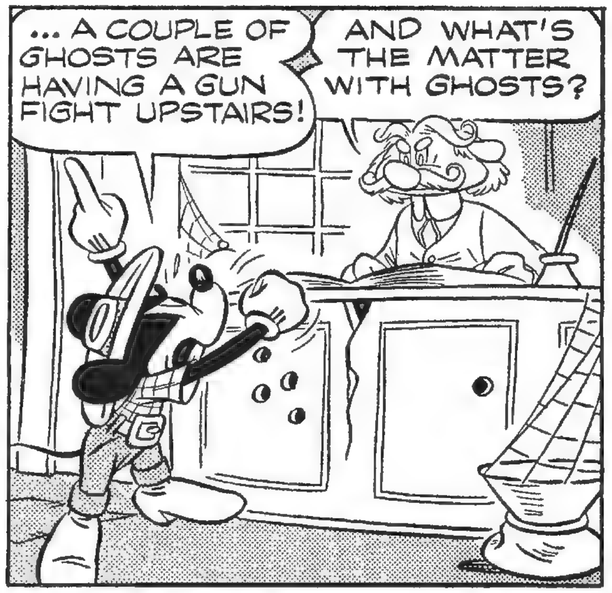
WELL, ANYWAY, I WASN'T VERY SLEEPY, EEGA!
PME EITHER!
WALT DISNEY
9-3

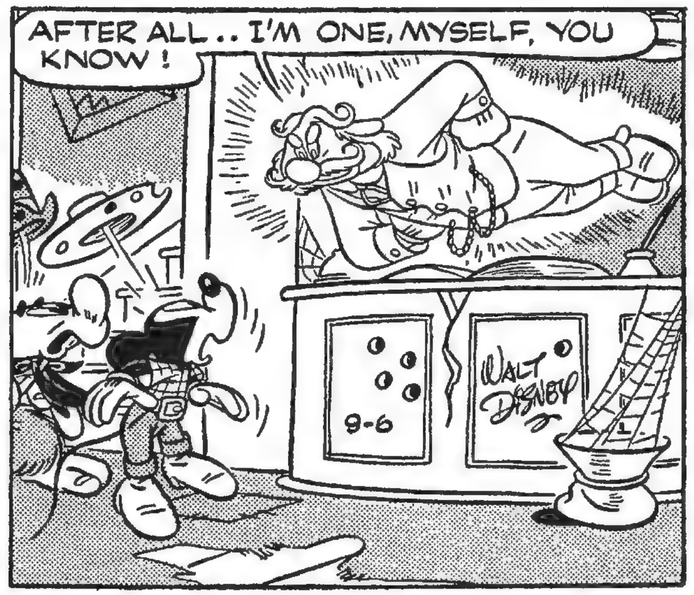

COME ON, EEGA
BEEVA ... IT'S TOO NOISY HERE!

PBUT, MICKEE...THEY'RE ONLY PGHOSTS!

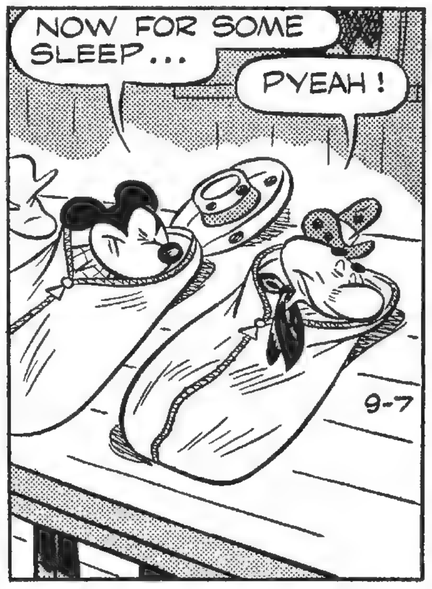
THEY MAY BE GHOSTS...BUT THEY'RE USING REAL BULLETS!
WALT DISNEY
9-5

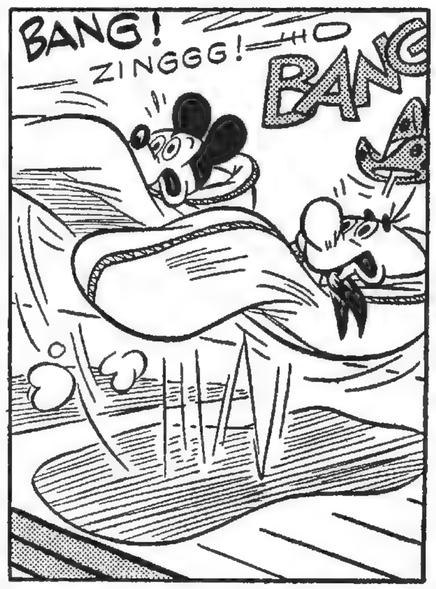

OH! – THERE'S A ROOM CLERK NOW! HEY!...


... A COUPLE OF GHOSTS ARE HAVING A GUN FIGHT UPSTAIRS!
AND WHAT'S THE MATTER WITH GHOSTS?


AFTER ALL.. I'M ONE, MYSELF, YOU KNOW!
9-6
WALT DISNEY

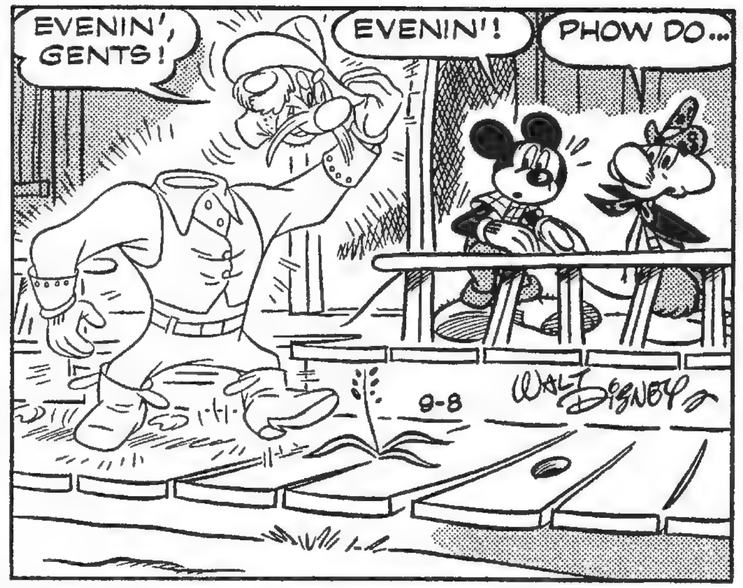
LET'S BED DOWN OUT HERE! I'M NOT SLEEPING IN A HOTEL FULL OF CRAZY GHOSTS!
PME TOO!

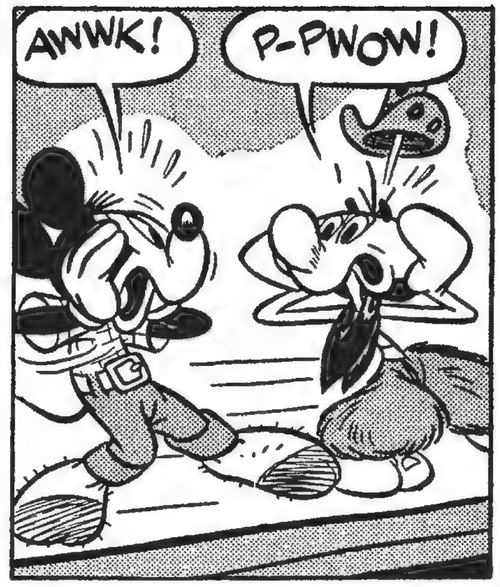

NOW FOR SOME SLEEP...
PYEAH!
9-7


BANG!
ZINGGG!
BANG

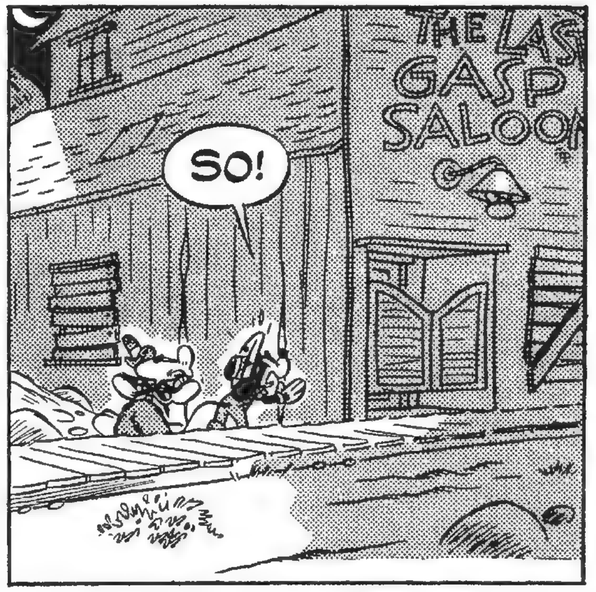
COME ALONG, LITTLE TEX.. TIME YEW WAS IN BED!
BANG!
WALT DISNEY

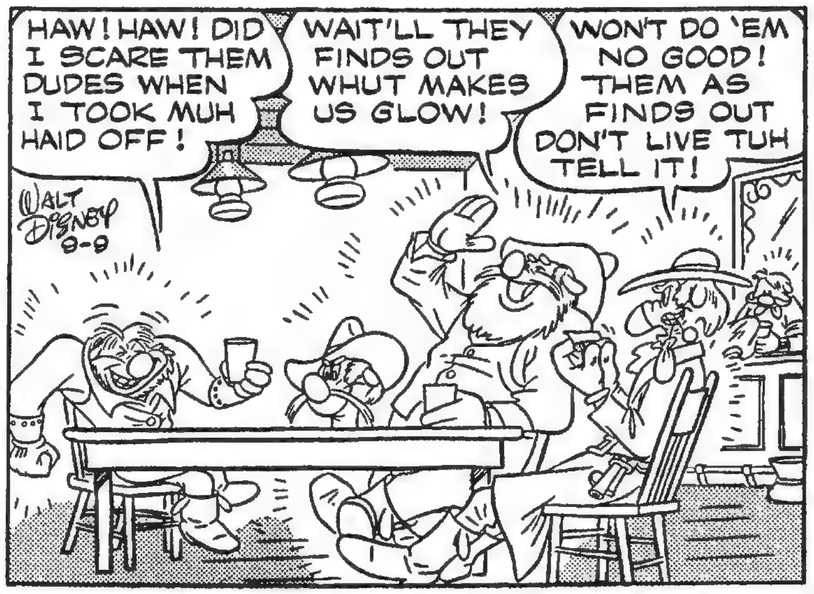
YOU KNOW ... I THINK THOSE GHOSTS ARE TRYING TO SCARE US OUT OF TOWN !
PYEAH ?
BANG!


EVENIN', GENTS !
EVENIN'!
PHOW DO...
9-8
WALT DISNEY

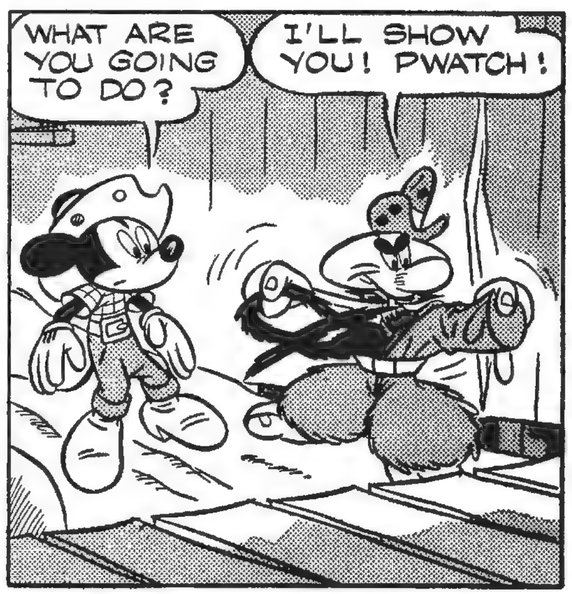

AWWK!
P-PWOW!

YOU KNOW, EEGA .. THE MORE I SEE OF THESE "GHOSTS", THE FISHIER I THINK THEY ARE !
LET'S PTAKE ANOTHER LOOK!

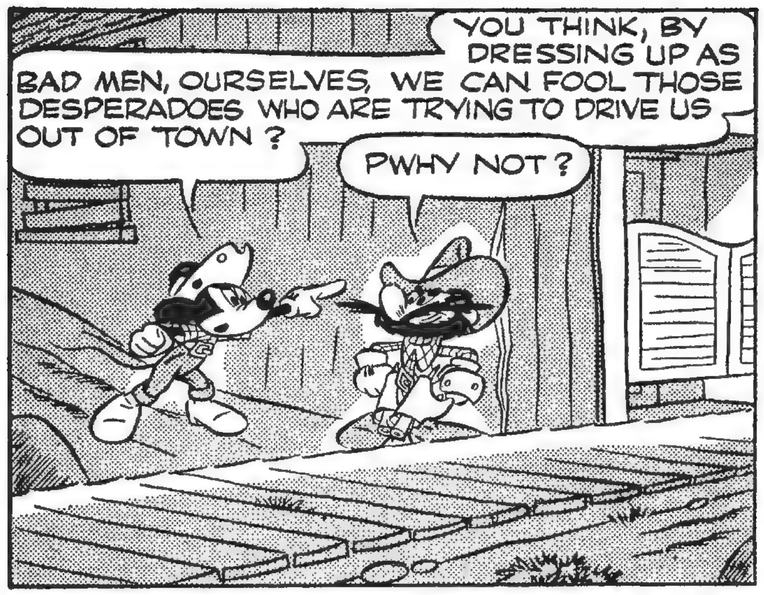

SO!
THE LAS GASP SALOO

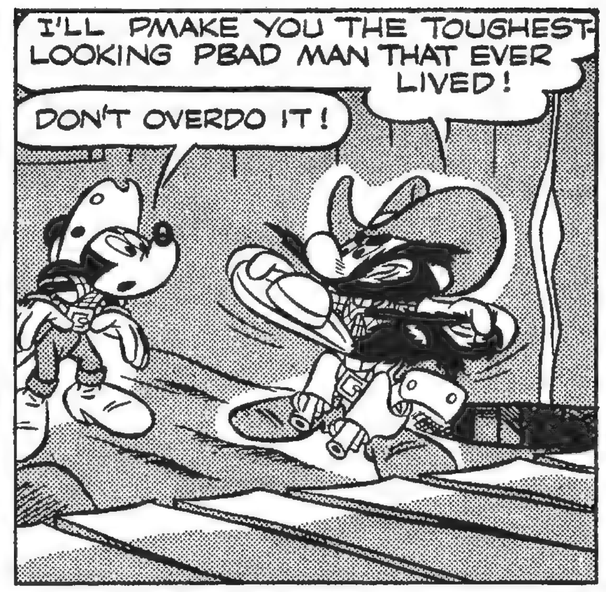

HAW! HAW! DID I SCARE THEM DUDES WHEN I TOOK MUH HAID OFF !
WAIT'LL THEY FINDS OUT WHUT MAKES US GLOW!
WON'T DO 'EM NO GOOD! THEM AS FINDS OUT DON'T LIVE TUH TELL IT!
WALT DISNEY 9-9

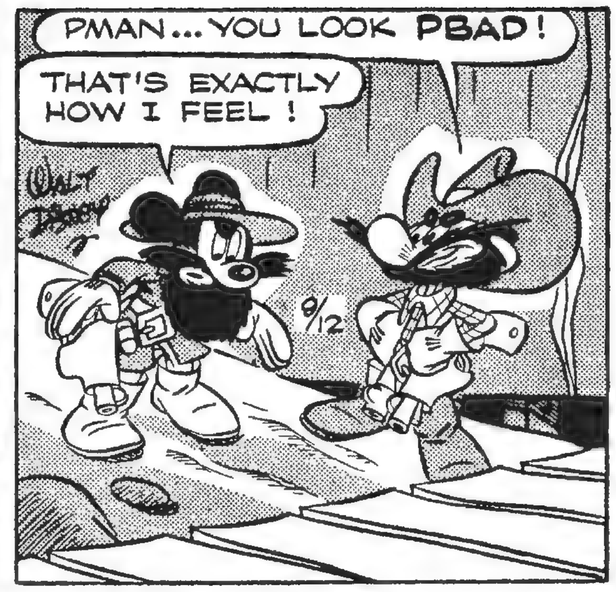
THOSE "GHOSTS" ARE NOTHING BUT A BUNCH OF FAKES!
AND PWISE GUYS!
SALOON


WHAT ARE YOU GOING TO DO?
I'LL SHOW YOU! PWATCH!

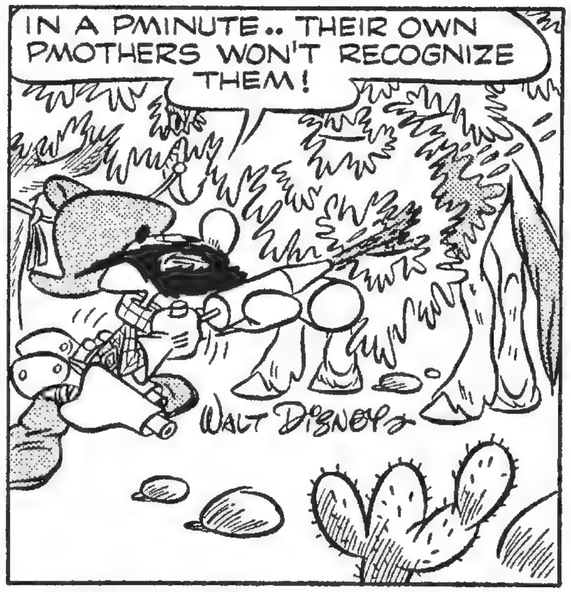
I'M GOING TO BEAT THEM AT THEIR OWN PGAME !
WALT DISNEY 9-10

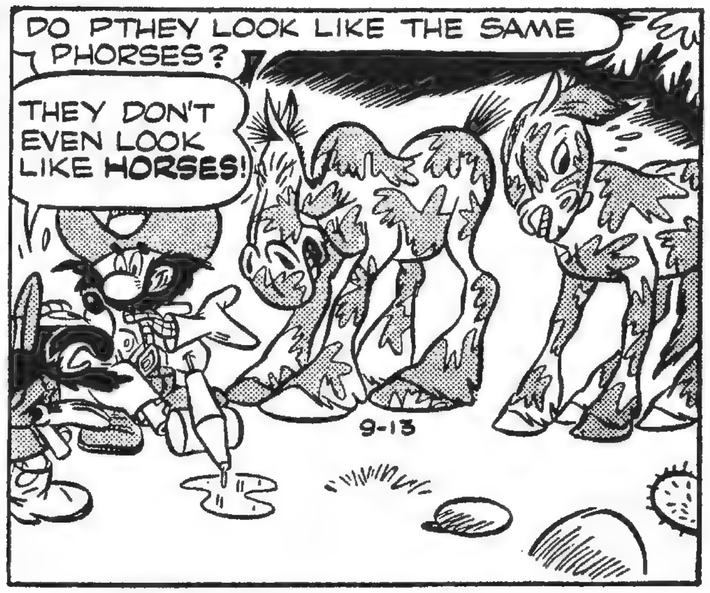

YOU THINK, BY DRESSING UP AS BAD MEN, OURSELVES, WE CAN FOOL THOSE DESPERADOES WHO ARE TRYING TO DRIVE US OUT OF TOWN ?
PWHY NOT ?

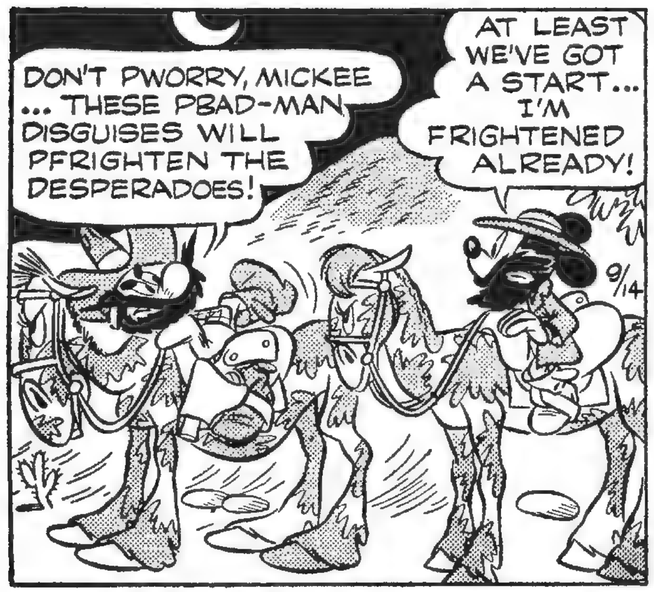

I'LL PMAKE YOU THE TOUGHEST LOOKING PBAD MAN THAT EVER LIVED !
DON'T OVERDO IT !


PMAN... YOU LOOK PBAD !
THAT'S EXACTLY HOW I FEEL !
9/12

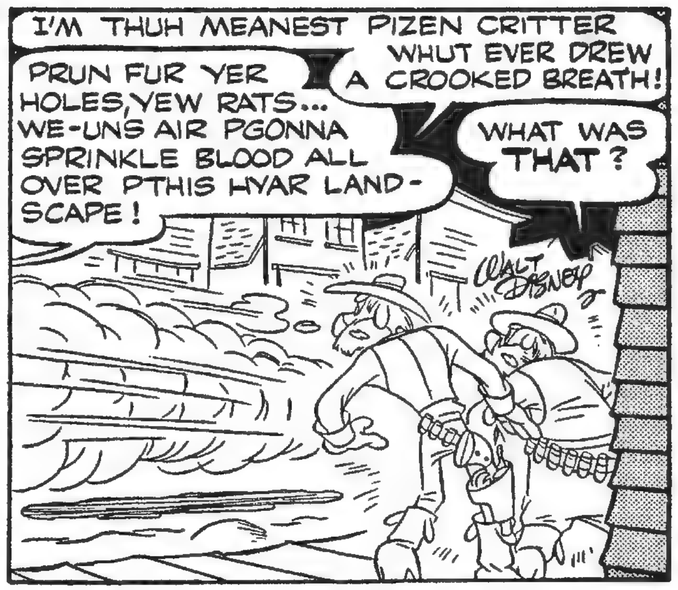
FEED &
WELL.. WE'RE DISGUISED...
BUT THOSE DESPERADOES WILL RECOGNIZE OUR HORSES!
I PDON'T THINK SO !

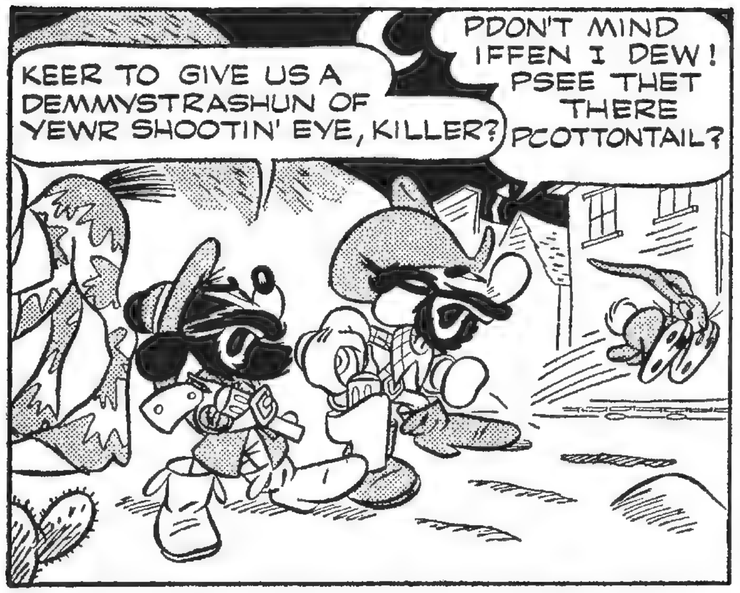

IN A PMINUTE.. THEIR OWN PMOTHERS WON'T RECOGNIZE THEM !
WALT DISNEY

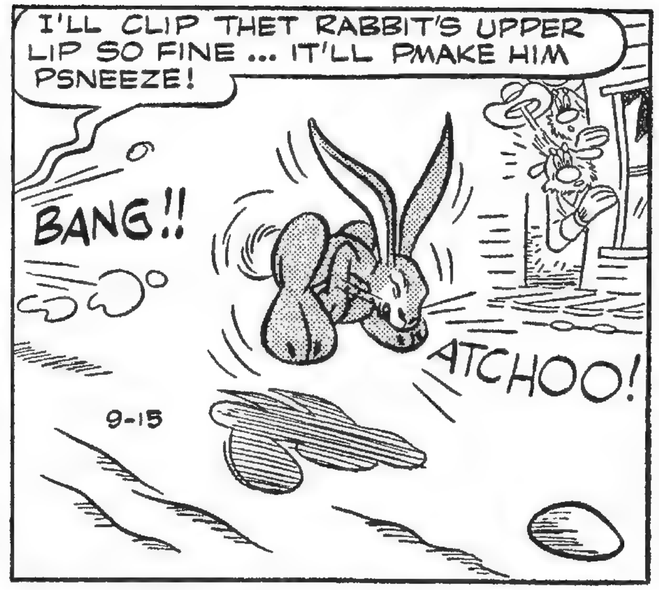

DO PTHEY LOOK LIKE THE SAME PHORSES ?
THEY DON'T EVEN LOOK LIKE HORSES!
9-13

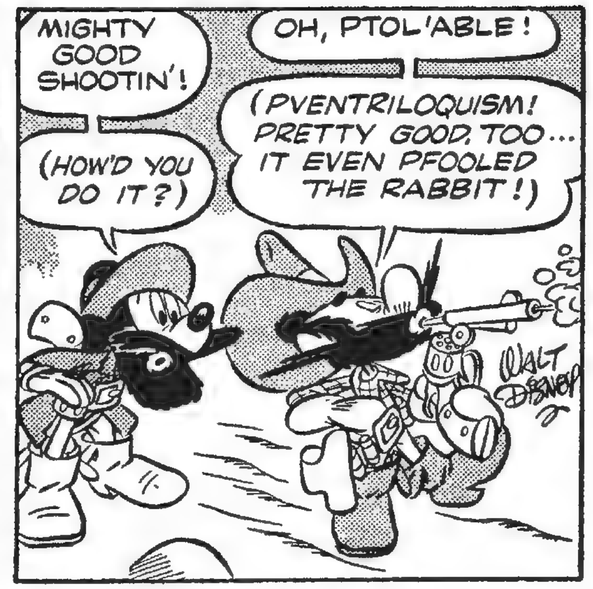

DON'T PWORRY, MICKEE ... THESE PBAD-MAN DISGUISES WILL PFRIGHTEN THE DESPERADOES!
AT LEAST WE'VE GOT A START... I'M FRIGHTENED ALREADY!
9/14

PYAHOO! I'M THUH PSPITTIN', PSNARLIN' SON UV A RATTLE-SNAKE!
YEEE!!!! ! I'M THE YOWLIN', HOWLIN' UNCLE UV THUH KING COYOTE!
BANG!
BANG!
CAFE'
DANCI
GING


I'M THUH MEANEST PIZEN CRITTER WHUT EVER DREW A CROOKED BREATH!
PRUN FUR YER HOLES, YEW RATS... WE-UNS AIR PGONNA SPRINKLE BLOOD ALL OVER PTHIS HYAR LAND-SCAPE !
WHAT WAS THAT ?


KEER TO GIVE US A DEMMYSTRASHUN OF YEWR SHOOTIN' EYE, KILLER?
PDON'T MIND IFFEN I DEW! PSEE THET THERE PCOTTONTAIL?

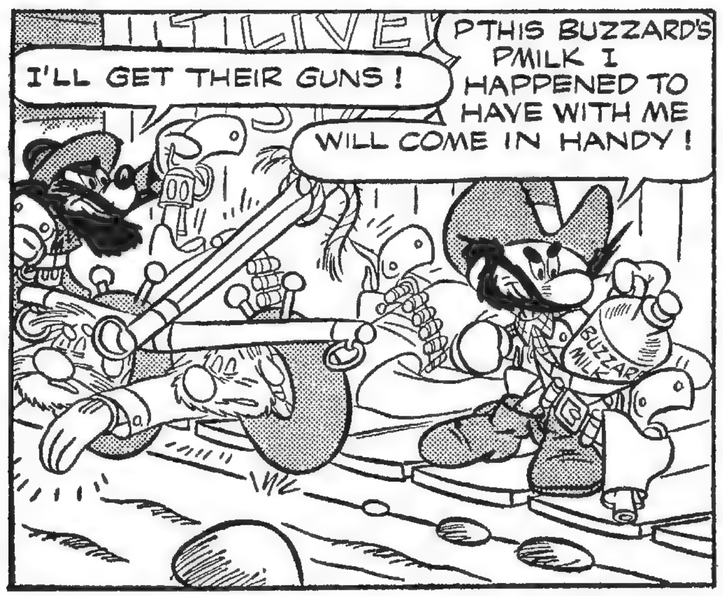

I'LL CLIP THET RABBIT'S UPPER LIP SO FINE ... IT'LL PMAKE HIM PSNEEZE!
BANG!!
ATCHOO!
9-15


MIGHTY GOOD SHOOTIN'!
OH, PTOL'ABLE!
(HOW'D YOU DO IT?)
(PVENTRILOQUISM! PRETTY GOOD, TOO... IT EVEN PFOOLED THE RABBIT!)
WALT DISNEY

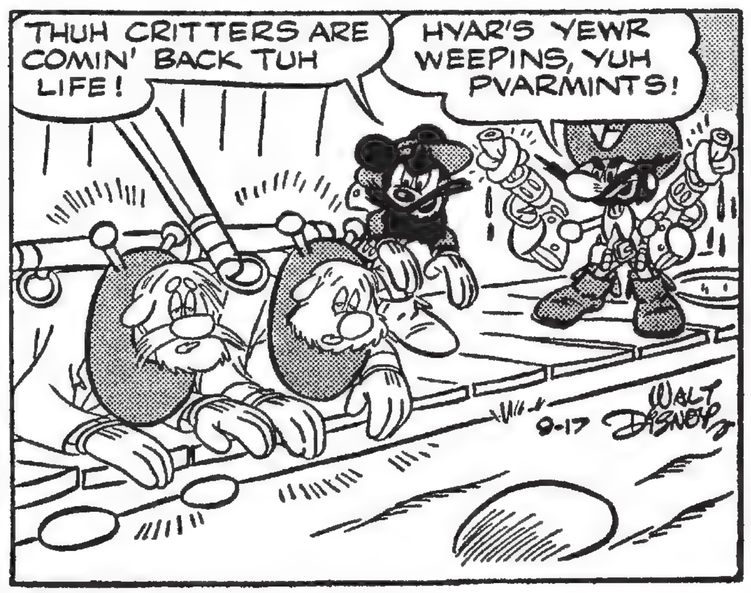
KEER TUH PSHOW US A MITE OF YORE PSHOOTIN, QUICK-DRAW?
SHORELY! I... AWK!
BANG!

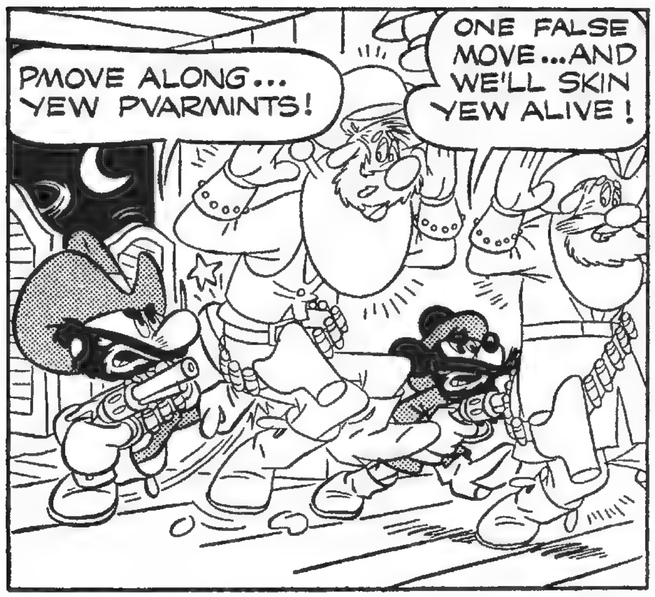
CAFE'
DENTIST
LIVERY STABLE

RIGHT PERT PSHOOTIN' THAR, PARTNER!
TOL'ABLE! TOL'ABLE!
LIVER STAB
WALT DISNEY
9-16


I'LL GET THEIR GUNS!
PTHIS BUZZARD'S PMILK I HAPPENED TO HAVE WITH ME WILL COME IN HANDY!
BUZZARD MILK

PMIGHTY POWERFUL STUFF ... PBUZZARD'S MILK!
GOSH!
BUZZARD MILK

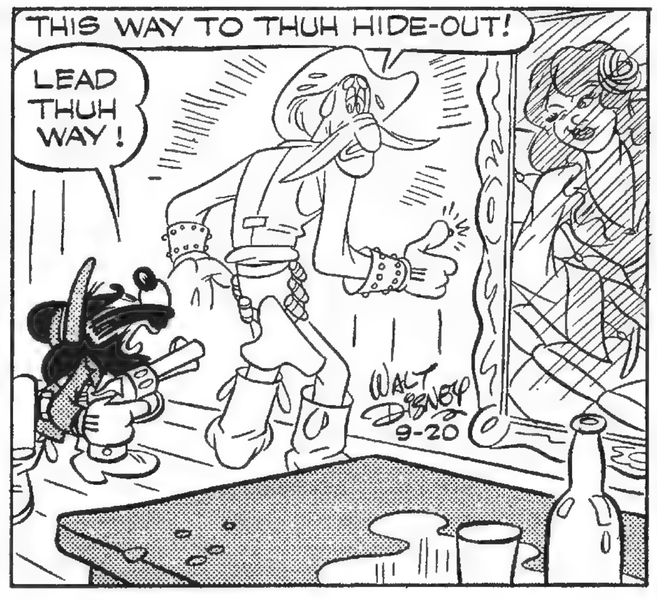

THUH CRITTERS ARE COMIN' BACK TUH LIFE!
HYAR'S YEWR WEEPINS, YUH PVARMINTS!
9-17
WALT DISNEY


PMOVE ALONG... YEW PVARMINTS!
ONE FALSE MOVE...AND WE'LL SKIN YEW ALIVE!

NOW... AIR YEW "GHOSTS" AGOIN' TO BEHAVE... OR DO I HEV TO VENTILATE YEW?
D-DON'T DO NOTHIN' DESP'RIT!

GOSH...I'M SO TOUGH.. I WAS BEGINNING TO WONDER IF IT WAS STILL ME!
WALT DISNEY 9-19

WE KILLERS AIMS TO JINE YOUR GANG! ANY OBJECTIONS?
YEW'LL HEV TO TALK WITH OUR LEADER, SIR!

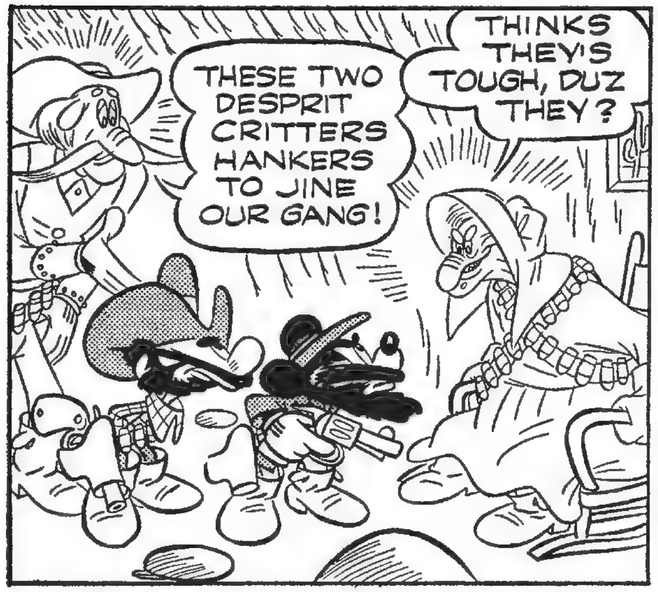

THIS WAY TO THUH HIDE-OUT!
LEAD THUH WAY!
WALT DISNEY 9-20

PSST! STOP BLUSHING, EEGA! WE'RE SUPPOSED TO BE TOUGH KILLERS!
PGOSH!

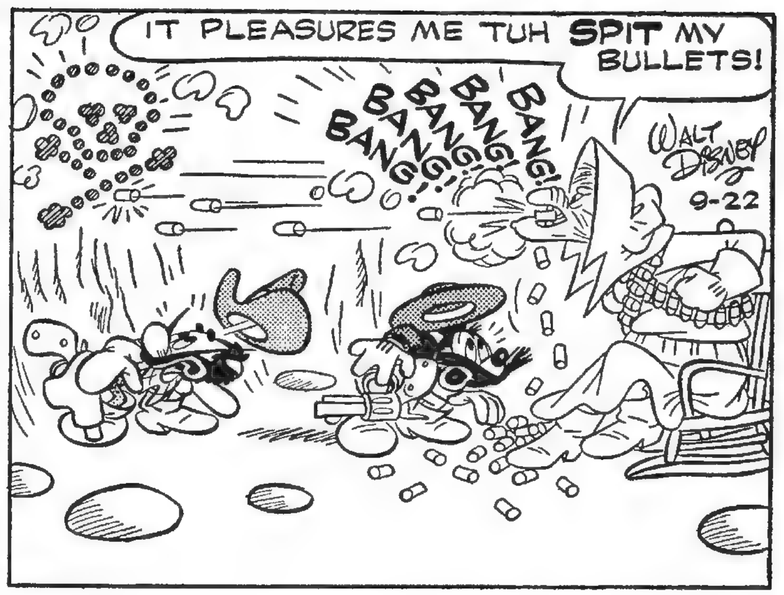
WHAR YOU HEADIN' US-UNS?
I'M TAKIN' YEW DEERECT TO OUR LEADER, KILLER!

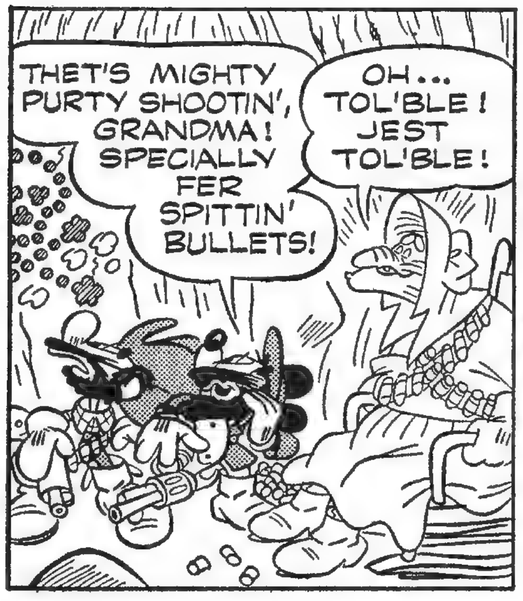
BE KEERFUL! OUR LEADER IS A DESPRIT KERRICTER!
AIN'T NO DESPRITTER THAN ME! I...
WAAL... LOOKY HYAR....

WHAR'D YEW FIND THESE TWO SIDEWINDERS, TEX?
GOSH... AN OLD LADY!
WALT DISNEY 9-21


THESE TWO DESPRIT CRITTERS HANKERS TO JINE OUR GANG!
THINKS THEY'S TOUGH, DUZ THEY?

WHY, GRANDMA ... I KIN TAKE A GUN AN'...
GUNS? GUNS IS FER SISSIES!

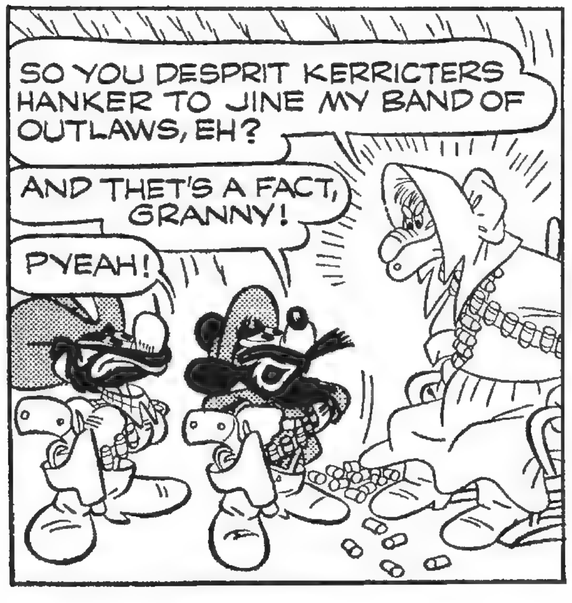

IT PLEASURES ME TUH SPIT MY BULLETS!
BANG! BANG! BANG! BANG!
WALT DISNEY
9-22


THET'S MIGHTY PURTY SHOOTIN', GRANDMA! SPECIALLY FER SPITTIN' BULLETS!
OH... TOL'BLE! JEST TOL'BLE!

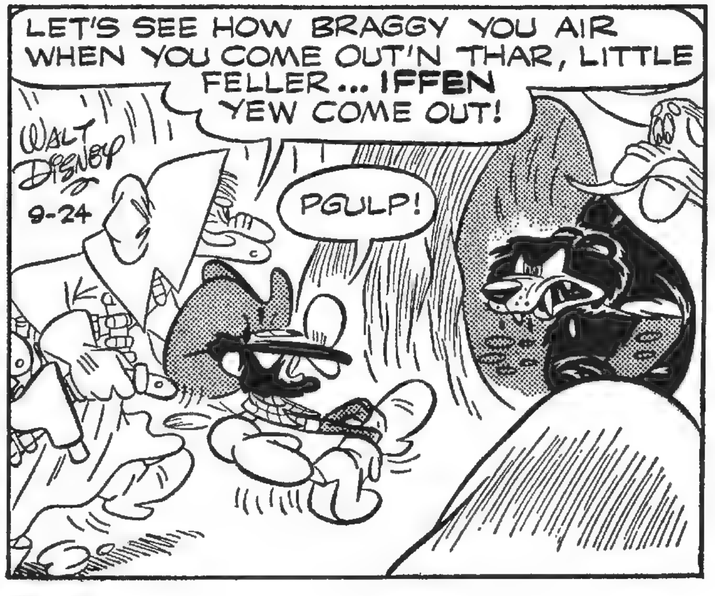
BUT YOU-UNS AIN'T REAL TOUGH LIKE US-UNS AT HEART. I BET YORE JEST A NICE, OLD GRANNY LADY...
WHY, I SHORELY AM! I ...
ATCHOO!
BANG

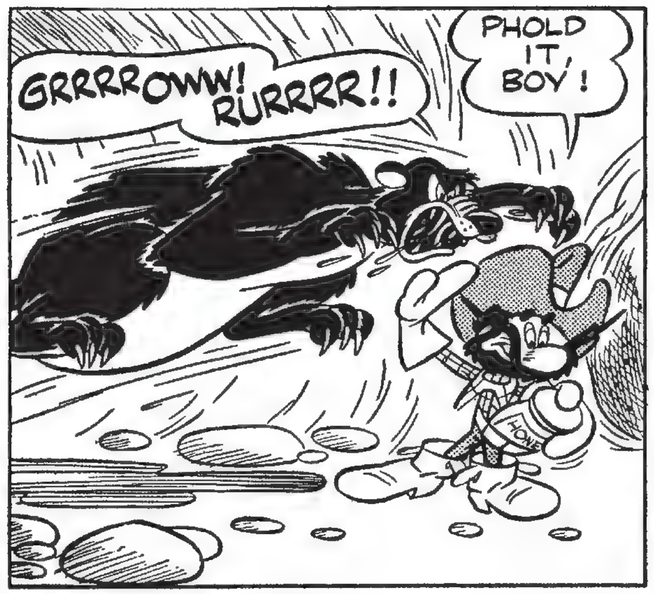
9-23

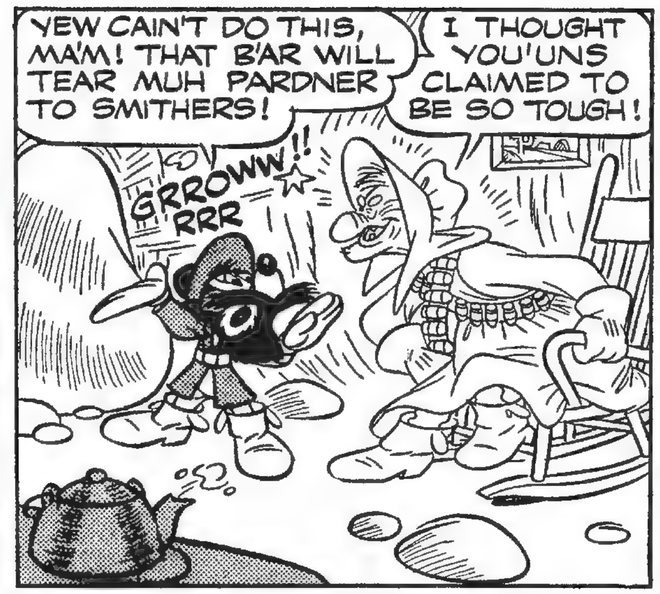
IMAGINE THET CRITTER SNEEZIN' IN HERE! WHY... THET'S PLUMB UNSANITARY!
WALT DISNEY


SO YOU DESPRIT KERRICTERS HANKER TO JINE MY BAND OF OUTLAWS, EH?
AND THET'S A FACT, GRANNY!
PYEAH!

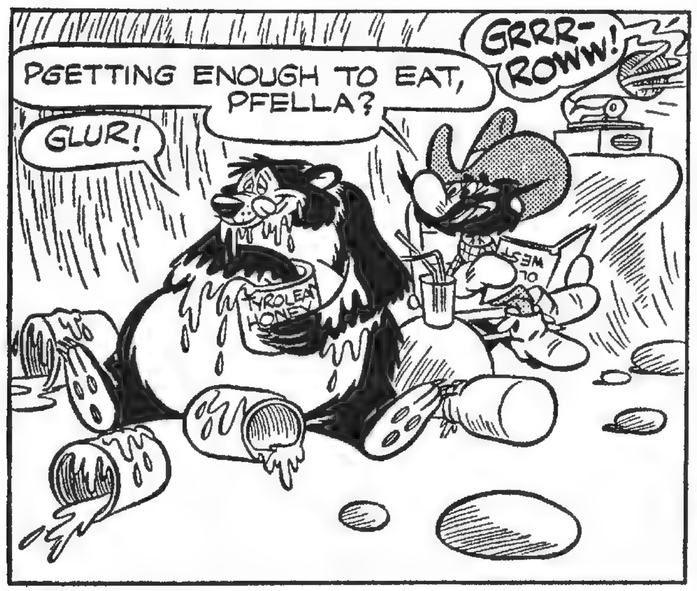
PWHY.. I'M SO PTOUGH...
TOUGH, EH? ROLL ASIDE THET THERE BOULDER-ROCK, TEX...

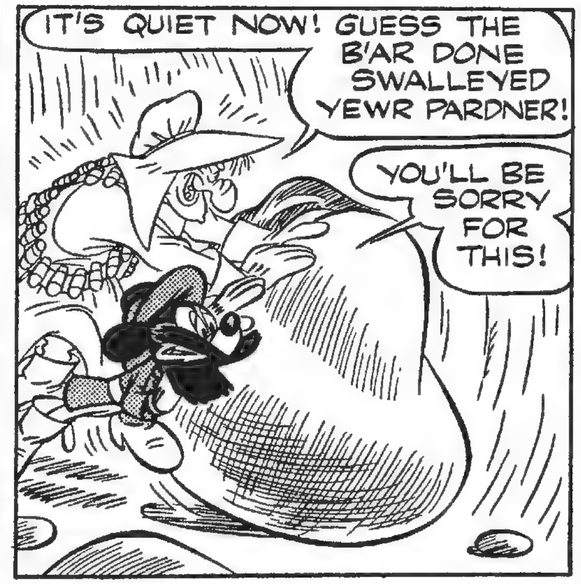

LET'S SEE HOW BRAGGY YOU AIR WHEN YOU COME OUT'N THAR, LITTLE FELLER... IFFEN YEW COME OUT!
WALT DISNEY
9-24
PGULP!


GRRRROWW! RURRRR!!
PHOLD IT, BOY!

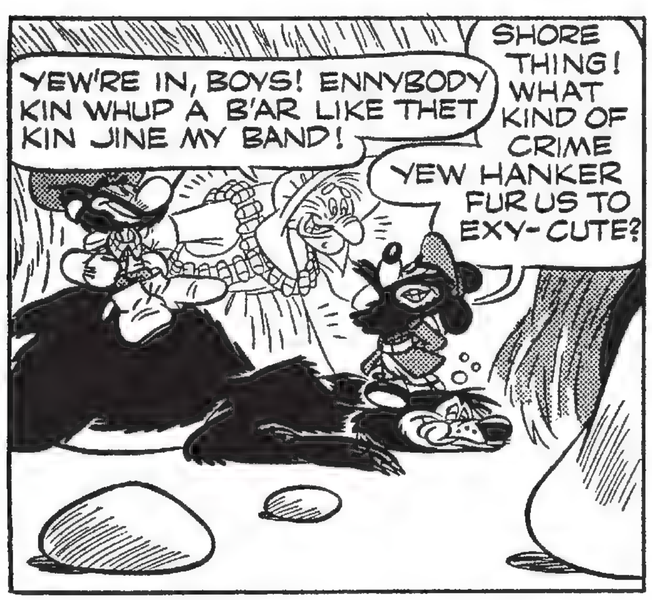

YEW CAIN'T DO THIS, MA'M! THAT B'AR WILL TEAR MUH PARDNER TO SMITHERS!
I THOUGHT YOU'UNS CLAIMED TO BE SO TOUGH!
GRROWW!! RRR

YURRRR... YUM!
GRROWW! RRR!
WALT DISNEY
HONEY
RARE HONEY
TYROLEAN HONEY
IMPORTED HONEY
HONEY
EXOTIC HONEY
9-26

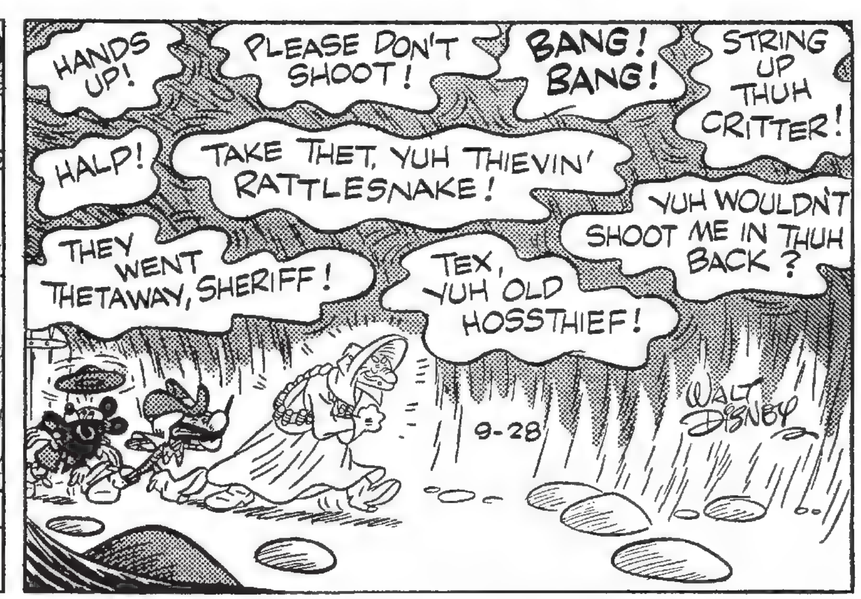

PGETTING ENOUGH TO EAT, PFELLA?
GRRR-ROWW!
GLUR!
TYROLEAN HONEY

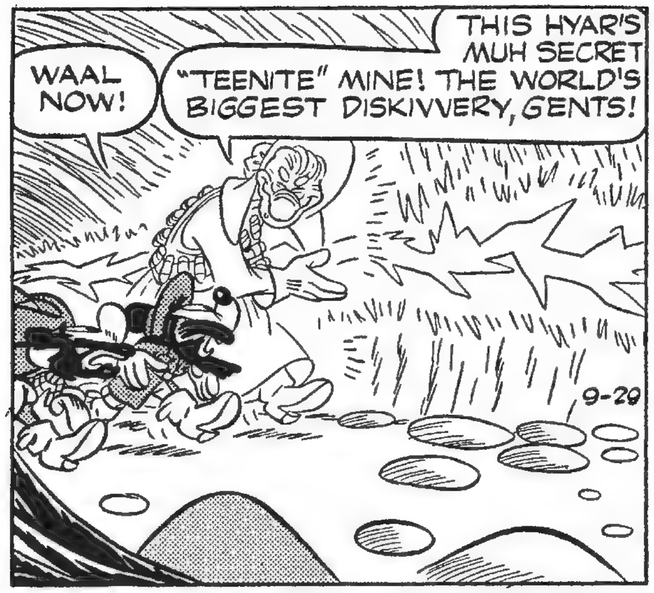

IT'S QUIET NOW! GUESS THE B'AR DONE SWALLEYED YEWR PARDNER!
YOU'LL BE SORRY FOR THIS!

PGOT ANY MORE B'ARS? THIS ONE'S PLUMB WORE OUT!
HE DONE IT! HE WHUPPED THE B'AR!
9-27
WALT DISNEY


YEW'RE IN, BOYS! ENNYBODY KIN WHUP A B'AR LIKE THET KIN JINE MY BAND!
SHORE THING! WHAT KIND OF CRIME YEW HANKER FUR US TO EXY-CUTE?

FUST... I'LL SHOW YEW MY SECRET MINE! THIS LEADS THROUGH THUH "CAVE OF THUH DON'T-DIE ECHOES"!


HANDS UP!
PLEASE DON'T SHOOT!
BANG! BANG!
STRING UP THUH CRITTER!
HALP!
TAKE THET, YUH THIEVIN' RATTLESNAKE!
YUH WOULDN'T SHOOT ME IN THUH BACK?
THEY WENT THETAWAY, SHERIFF!
TEX, YUH OLD HOSSTHIEF!
9-28
WALT DISNEY


WAAL NOW!
THIS HYAR'S MUH SECRET "TEENITE" MINE! THE WORLD'S BIGGEST DISKIVVERY, GENTS!
9-29

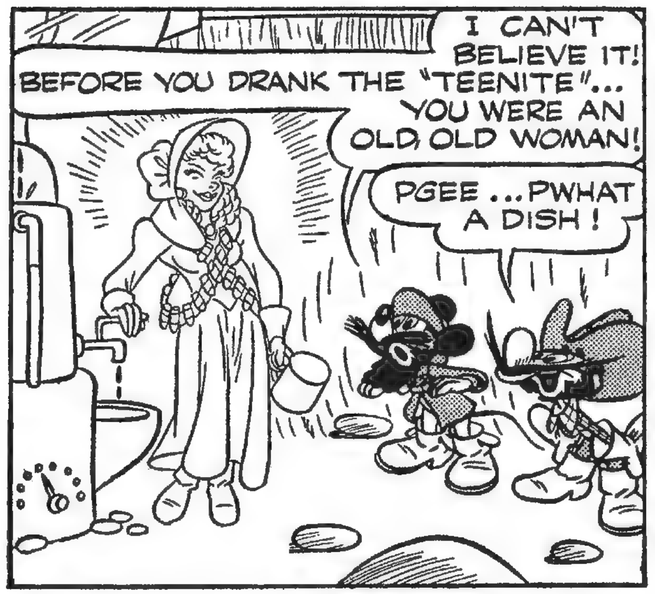
"TEENITE", EH? KIN YUH TELL US WHUT IT'S FOR?
PYEAH ...PKIN YUH?
SHORELY! I ADMIRE TO TELL FOLKS ABOUT "TEENITE"...
WALT DISNEY

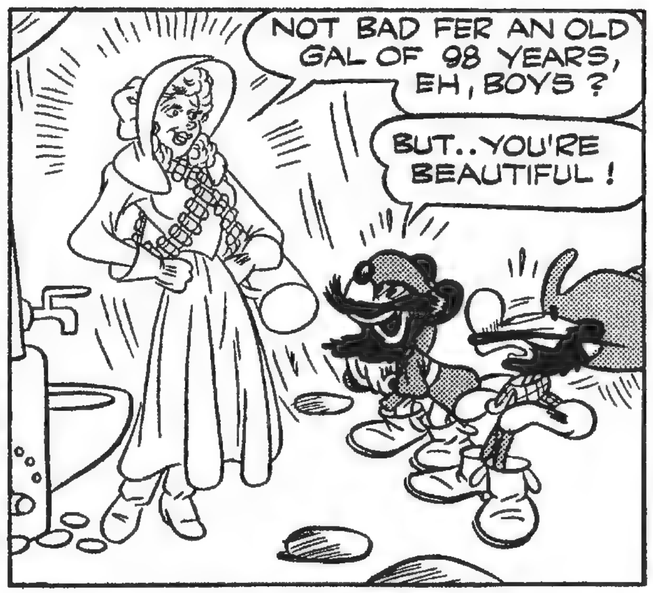
TROUBLE IS.. I USUAL GOT TO KILL 'EM ARTERWARD ...TO KEEP IT A SECRET!
PGOOD-BYE! ADIOS! SO LONG!
SAY NOW! THAT'S REAL INTERESTIN'!

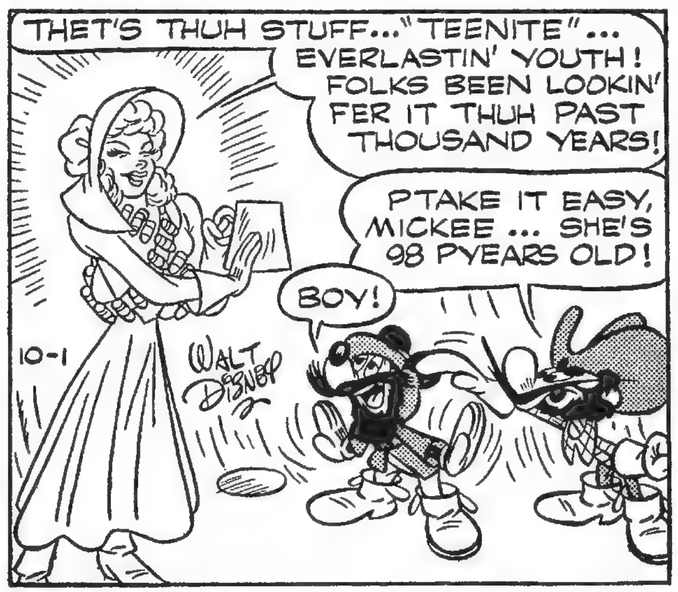
AND HYAR, GENTS... "TEENITE" CHANGES FROM ORE, T' VAPOR, T' LIQUID! HERE'S LOOKIN' AT YUH!

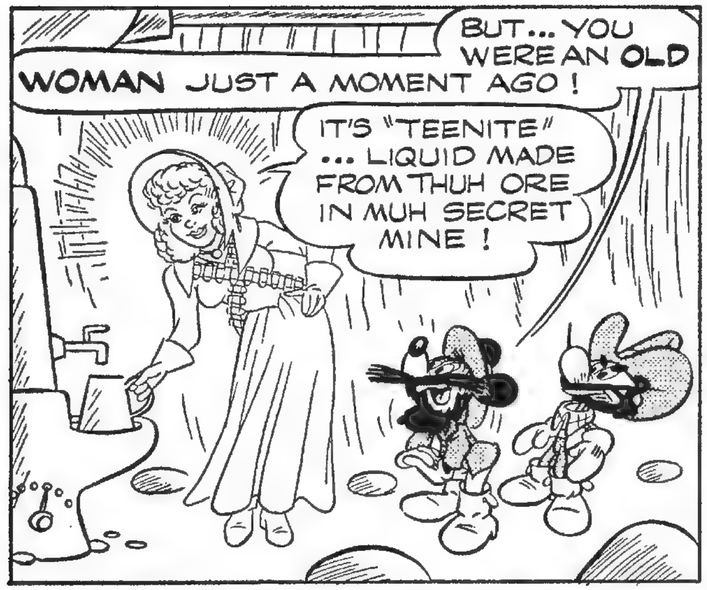
GOSH ...SOMETHING'S HAPPENING TO HER!
WALT DISNEY
9/30

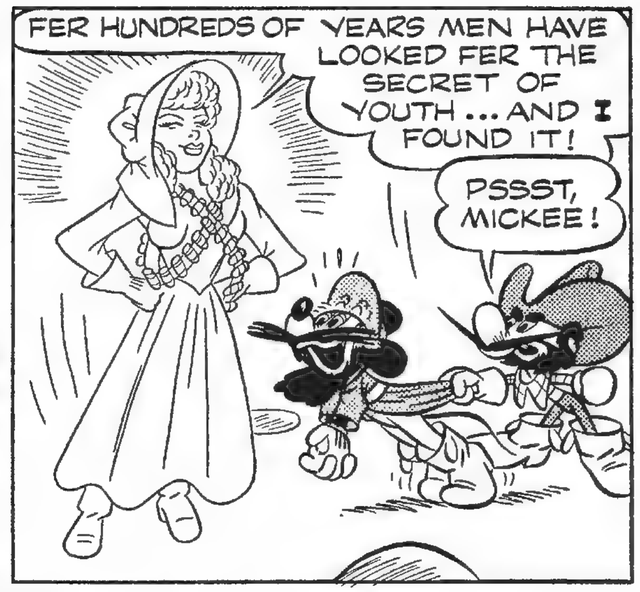
IT'S..IT'S IMPOSSIBLE! LOOK! SHE ISN'T AN OLD WOMAN ANY MORE!
YOU CAN PSAY THAT AGAIN!

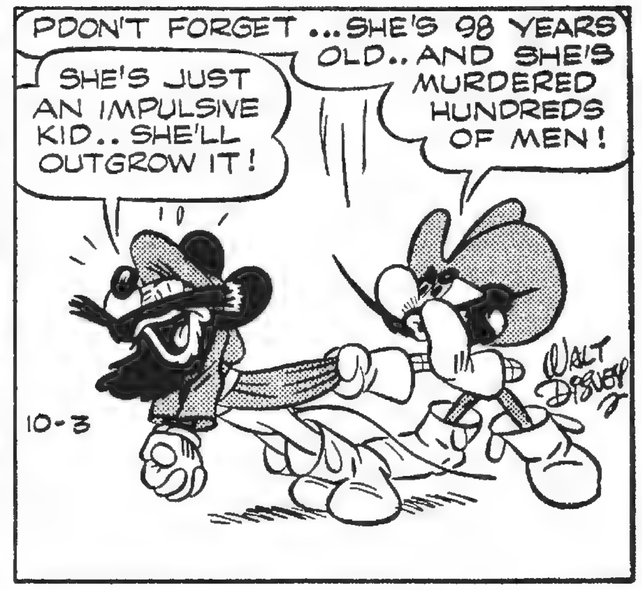

I CAN'T BELIEVE IT! BEFORE YOU DRANK THE "TEENITE"... YOU WERE AN OLD, OLD WOMAN!
PGEE ...PWHAT A DISH!


NOT BAD FER AN OLD GAL OF 98 YEARS, EH, BOYS?
BUT..YOU'RE BEAUTIFUL!

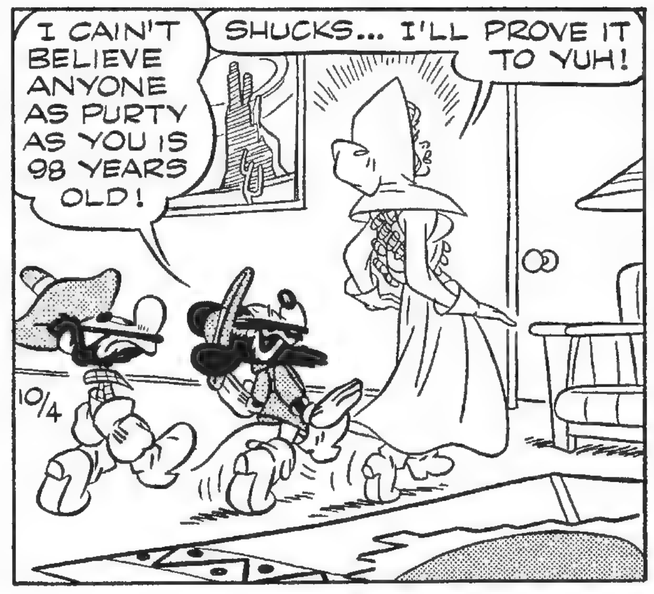

THET'S THUH STUFF..."TEENITE"... EVERLASTIN' YOUTH! FOLKS BEEN LOOKIN' FER IT THUH PAST THOUSAND YEARS!
PTAKE IT EASY, MICKEE ... SHE'S 98 PYEARS OLD!
BOY!
10-1
WALT DISNEY

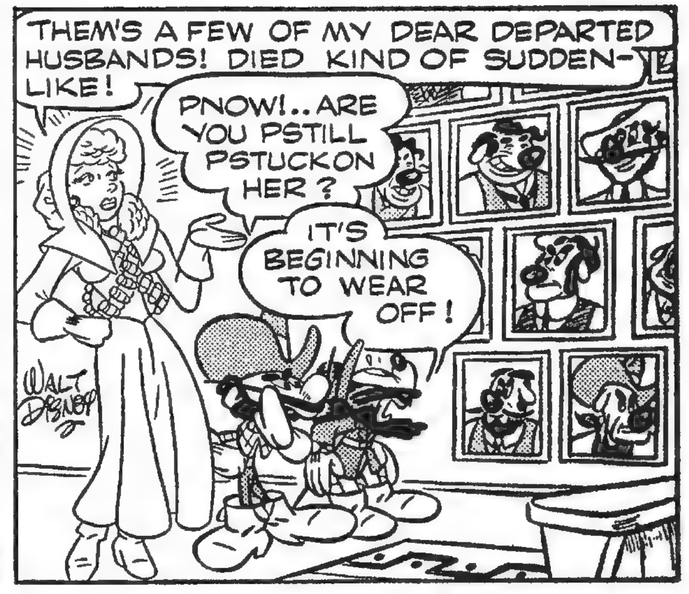

BUT... YOU WERE AN OLD WOMAN JUST A MOMENT AGO!
IT'S "TEENITE" ... LIQUID MADE FROM THUH ORE IN MUH SECRET MINE!

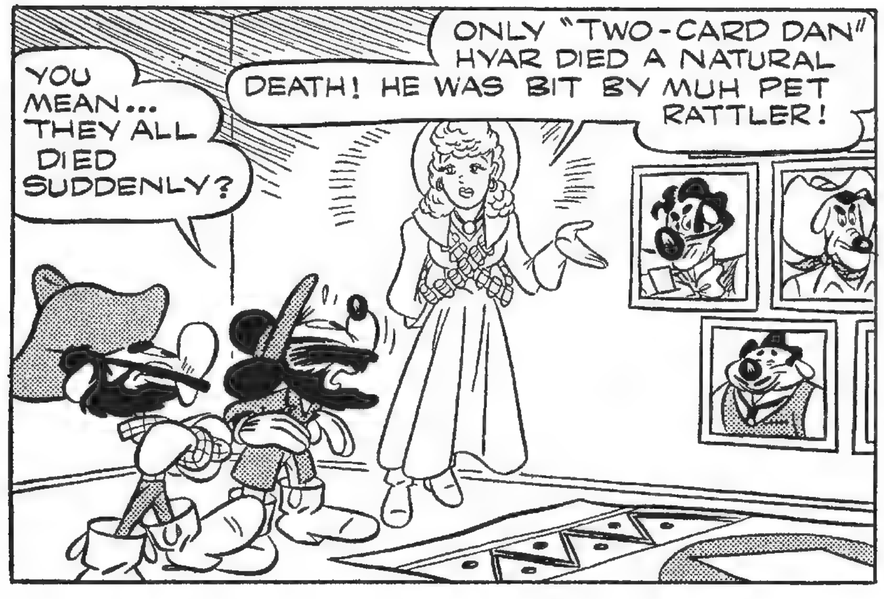

FER HUNDREDS OF YEARS MEN HAVE LOOKED FER THE SECRET OF YOUTH ... AND I FOUND IT!
PSSST, MICKEE!


PDON'T FORGET ... SHE'S 98 YEARS OLD.. AND SHE'S MURDERED HUNDREDS OF MEN!
SHE'S JUST AN IMPULSIVE KID.. SHE'LL OUTGROW IT!
10-3
WALT DISNEY

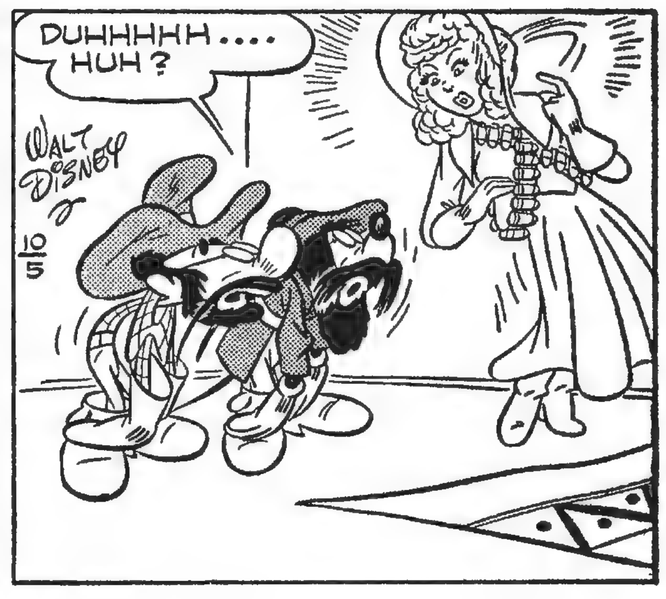
KEER TO SEE MY DIGGIN'S?
DON'T MIND IF WE DO!
PTAKE IT EASY, MICKEE ...!


I CAIN'T BELIEVE ANYONE AS PURTY AS YOU IS 98 YEARS OLD!
SHUCKS... I'LL PROVE IT TO YUH!
10/4


THEM'S A FEW OF MY DEAR DEPARTED HUSBANDS! DIED KIND OF SUDDEN-LIKE!
PNOW!.. ARE YOU PSTILL PSTUCKON HER?
IT'S BEGINNING TO WEAR OFF!
WALT DISNEY


YOU MEAN... THEY ALL DIED SUDDENLY?
ONLY "TWO-CARD DAN" HYAR DIED A NATURAL DEATH! HE WAS BIT BY MUH PET RATTLER!

MATTER OF FACK, BOYS ... I WUZ KINDER LOOKIN' 'ROUND FER A STRONG, SMART, GOOD-LOOKIN' NEW HUSBAND!

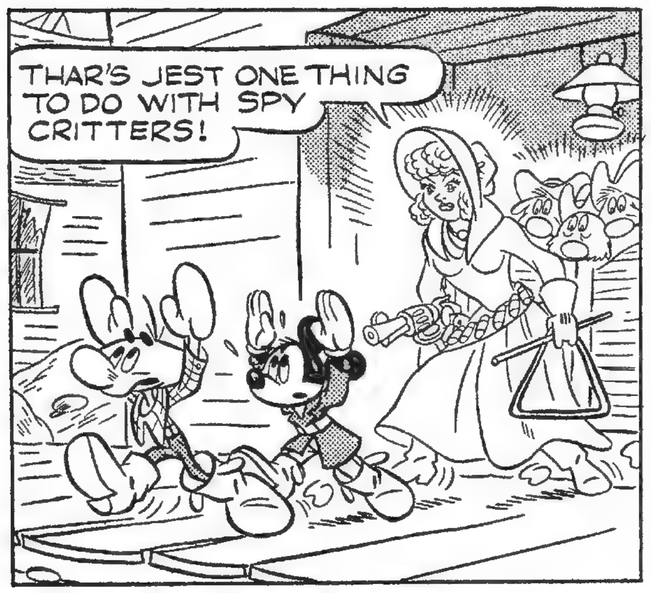

DUHHHHH.... HUH?
WALT DISNEY
10/5

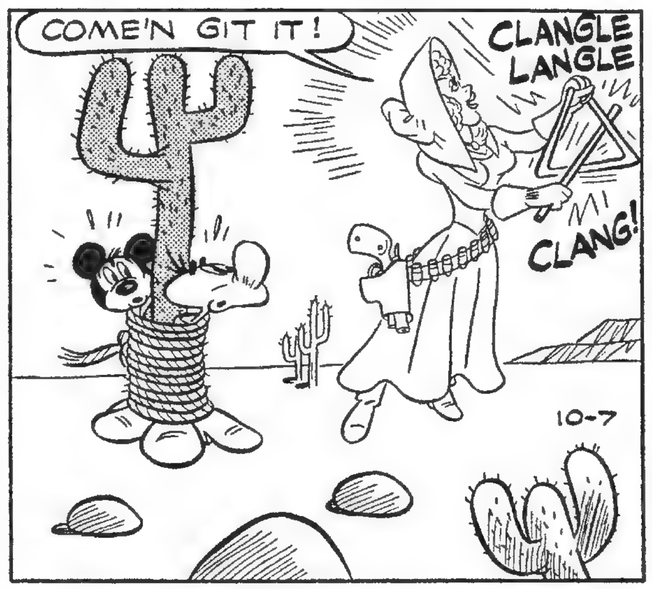
BETTER HAVE SOME VITTLES! YOU TOUGH HOMBRES GOT FEEBLE KIND OF SUDDEN!
DUHHHHH ... HUH!

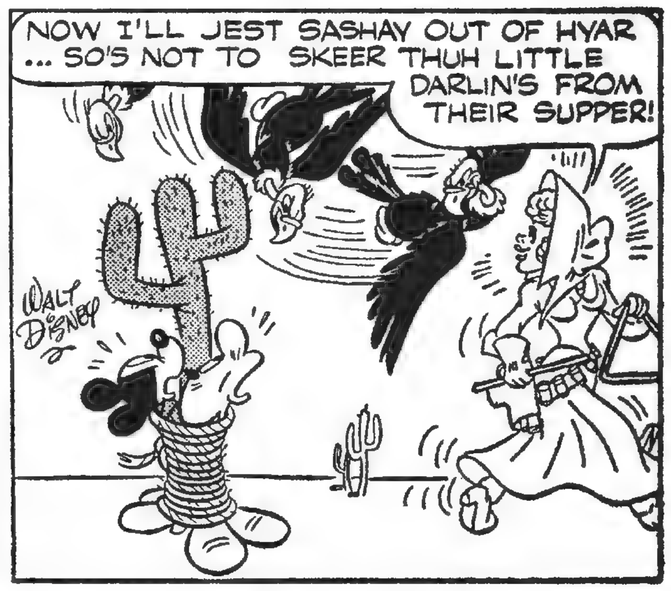
WATCH THE PEPPER, PARDNER! ACH ...

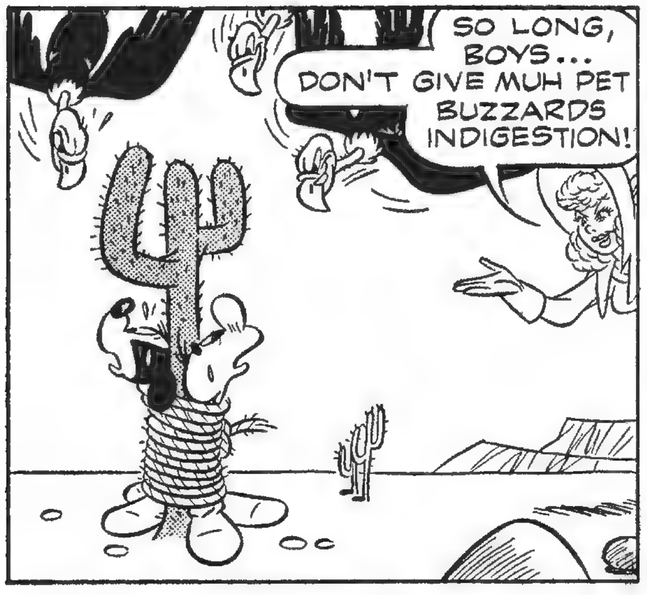
ACHOO! PACHOO!

ER .. BREEZY HERE, AIN'T IT, MA'M?
WALT DISNEY
10-6

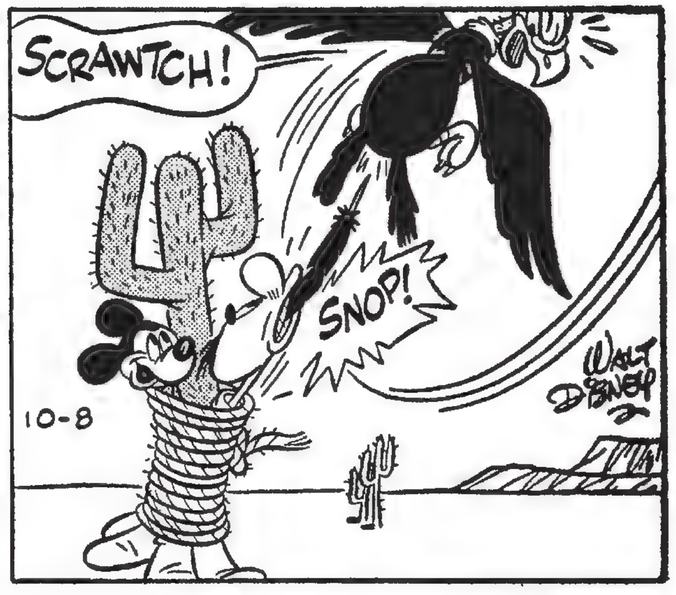

THAR'S JEST ONE THING TO DO WITH SPY CRITTERS!

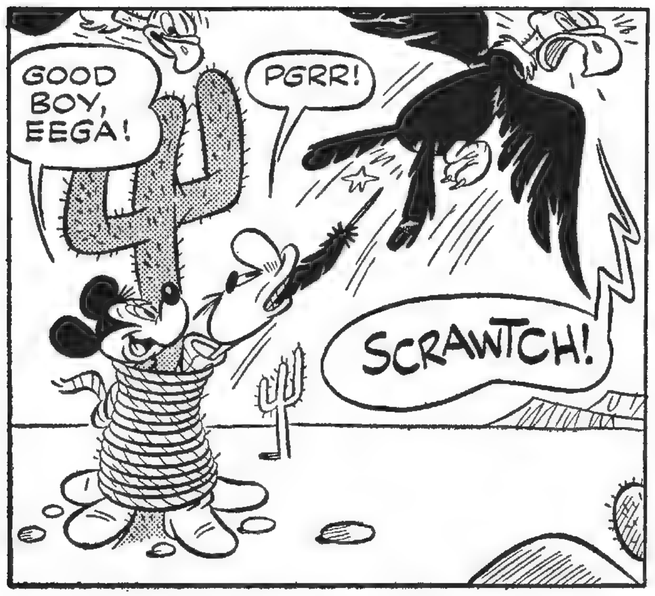

COME'N GIT IT!
CLANGLE LANGLE
CLANG!
10-7

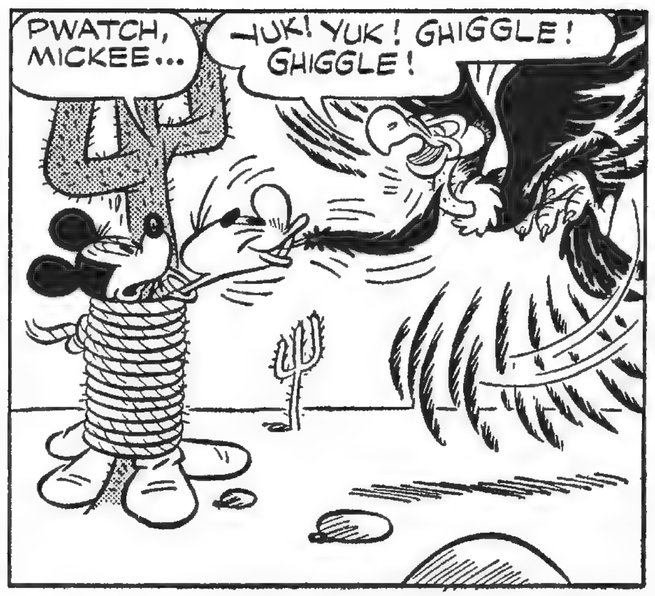

NOW I'LL JEST SASHAY OUT OF HYAR ... SO'S NOT TO SKEER THUH LITTLE DARLIN'S FROM THEIR SUPPER!
WALT DISNEY


SO LONG, BOYS... DON'T GIVE MUH PET BUZZARDS INDIGESTION!

SNOP!
PGRRR!


SCRAWTCH!
SNOP!
10-8
WALT DISNEY


GOOD BOY, EEGA!
PGRR!
SCRAWTCH!

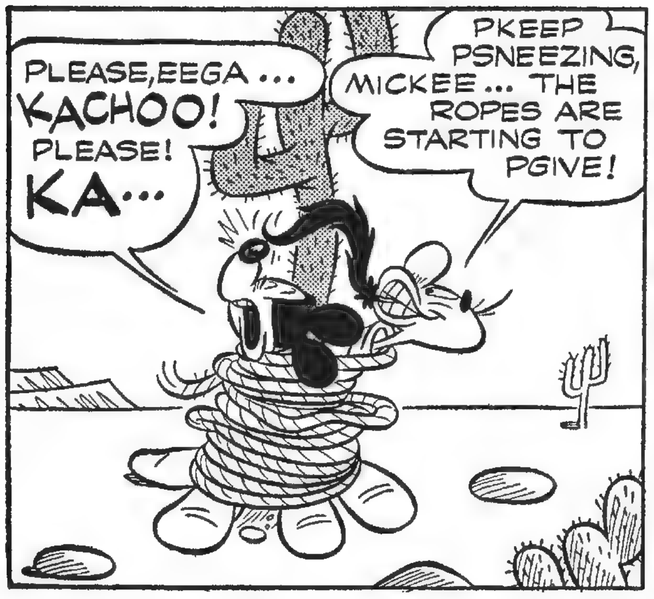

PWATCH, MICKEE...
YUK! YUK! GHIGGLE! GHIGGLE!

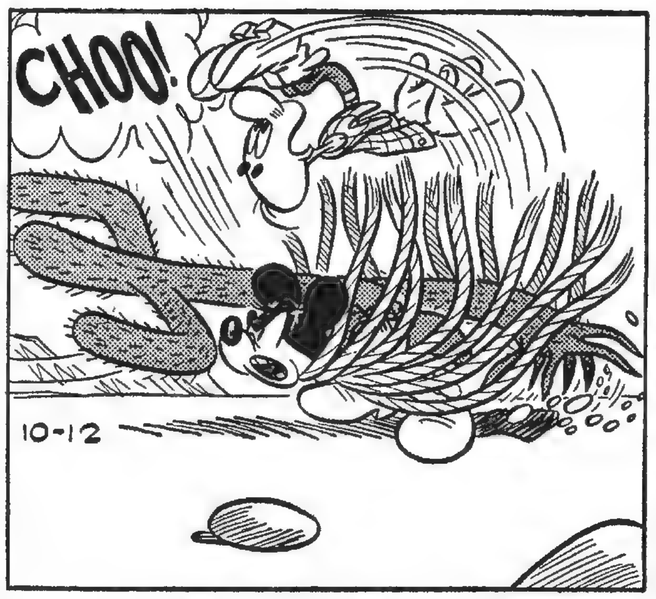
PBUZZARDS ARE VERY PTICKLISH, YOU PKNOW!
YUK! YUK! GHIGGLE!
WALT DISNEY
10-10

YOU'VE STOPPED THE BUZZARDS FOR A MOMENT... BUT HOW DO WE GET OUT OF HERE?
PYOU'LL SEE!

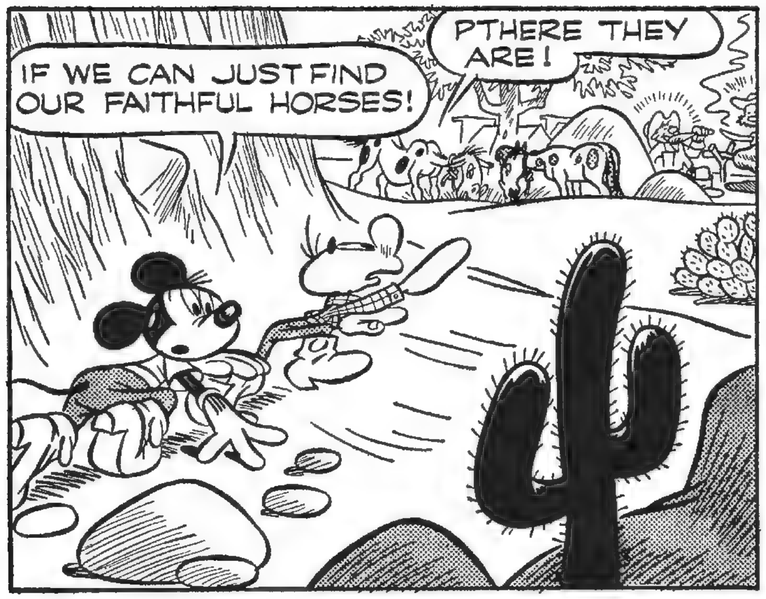
NO.. EEGA .. NO! NOT ME! I ... ACH ....
PSORRY, MICKEE.. IT'S THE ONLY WAY!

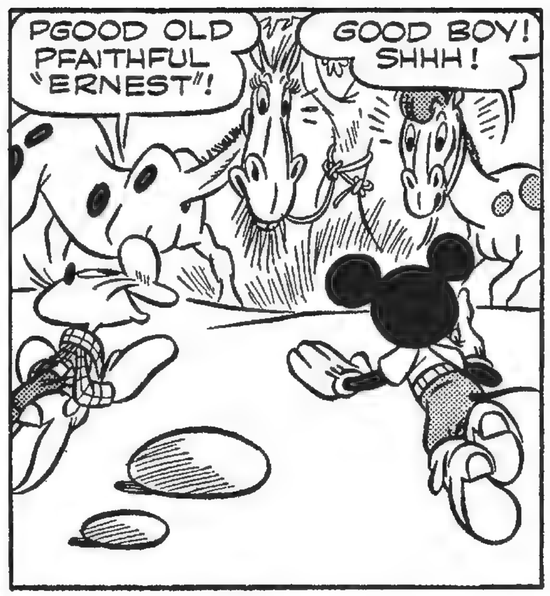
ACHOO! ACHOO! ACHOO!
NO.. PLEASE... ACHOOO!
PKEEP PGOING! I CAN PFEEL THE ROPES PSTARTING TO PGIVE!
WALT DISNEY
10-11

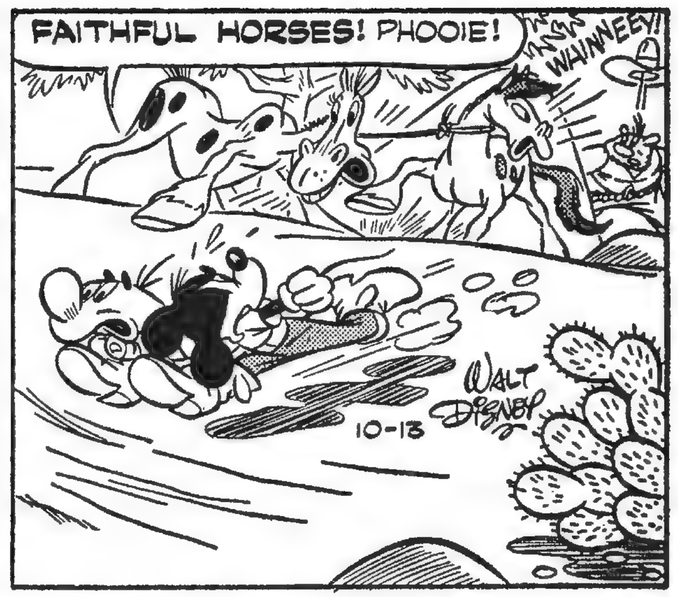

PLEASE, EEGA ... KACHOO! PLEASE! KA...
PKEEP PSNEEZING, MICKEE... THE ROPES ARE STARTING TO PGIVE!

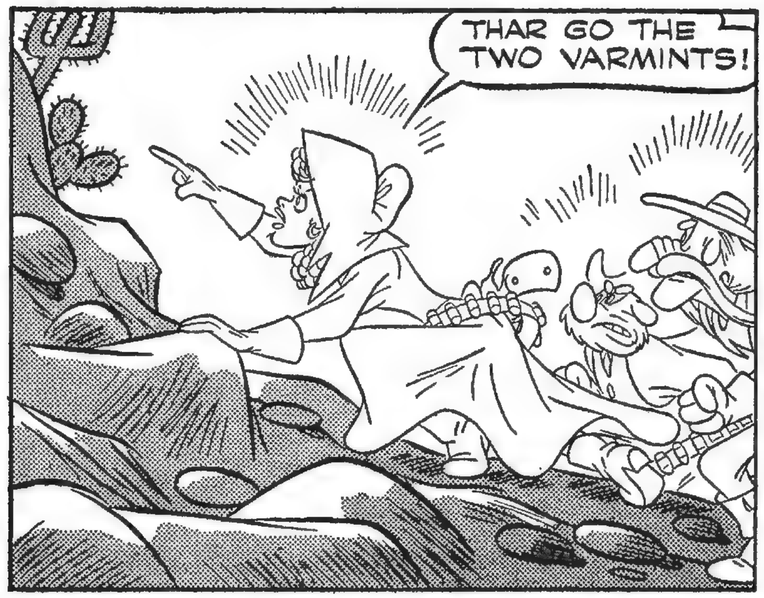

CHOO!
10-12

THERE! WE MADE IT!
PYOU MEAN PYOU MADE IT!
WALT DISNEY

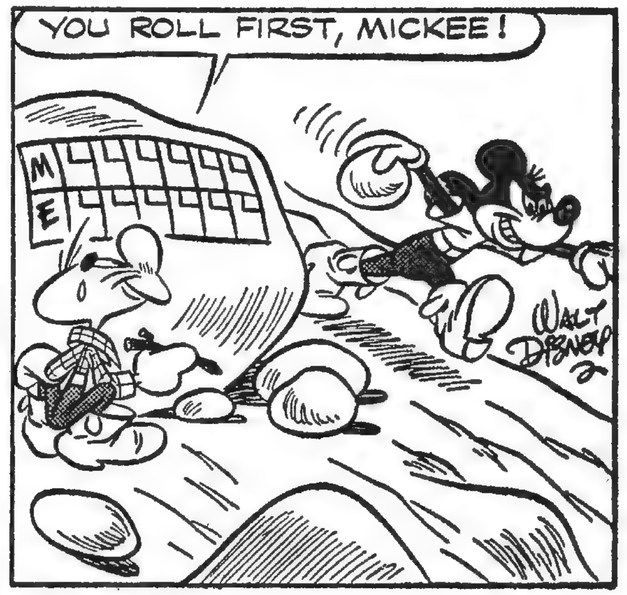

IF WE CAN JUST FIND OUR FAITHFUL HORSES!
PTHERE THEY ARE!

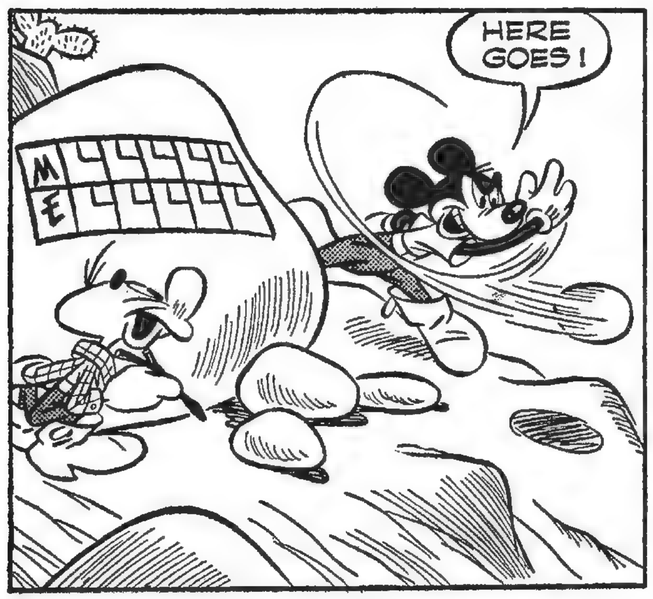

PGOOD OLD PFAITHFUL "ERNEST"!
GOOD BOY! SHHH!


FAITHFUL HORSES! PHOOIE!
WAHNEEY!
10-13
WALT DISNEY

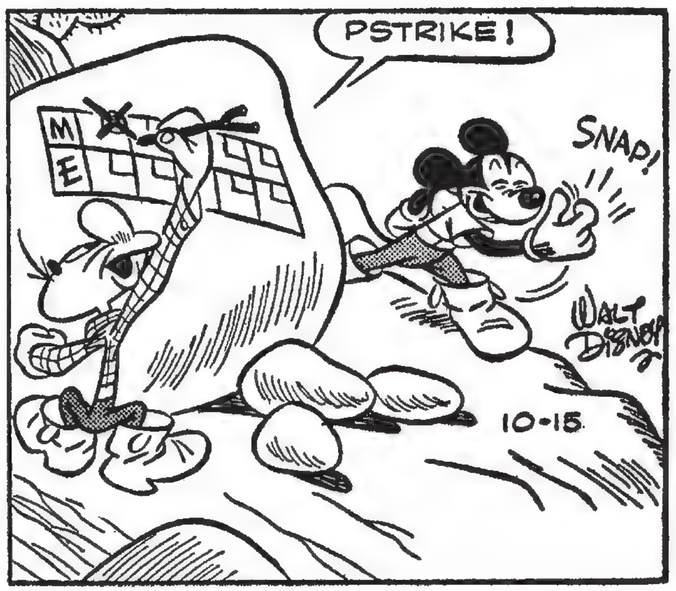

THAR GO THE TWO VARMINTS!

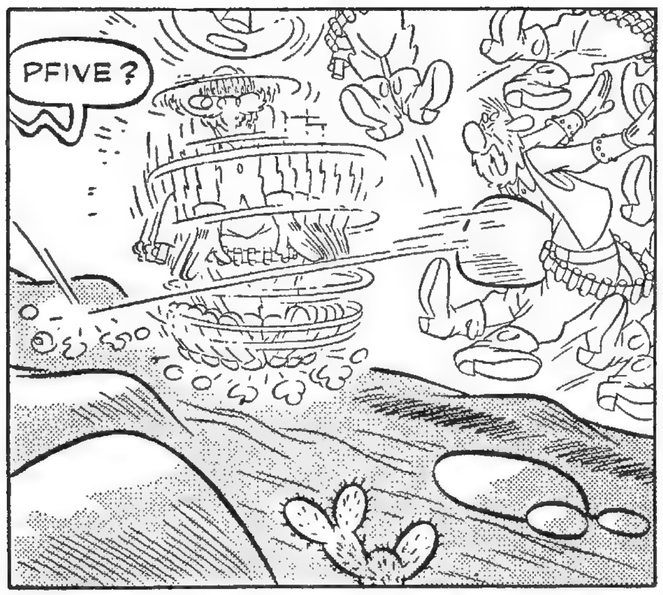
PGOSH... THEY'RE GAINING ON US!
I'VE GOT AN IDEA!
10-14

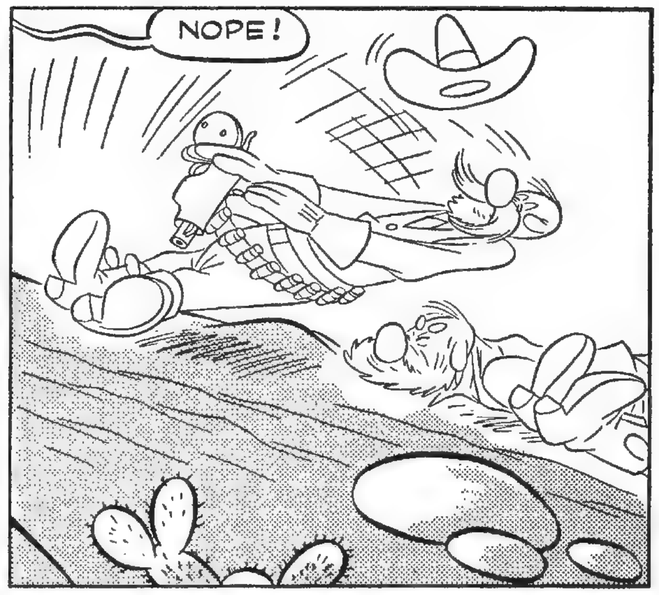

YOU ROLL FIRST, MICKEE!
M
E
WALT DISNEY

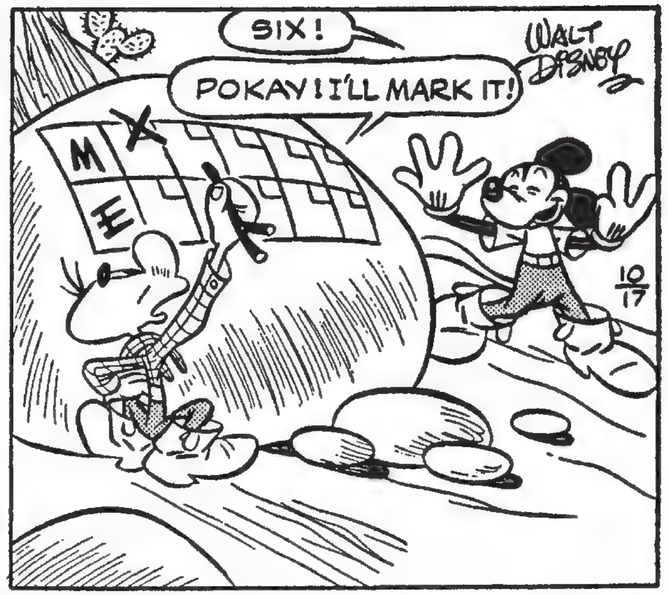

HERE GOES!
M
E

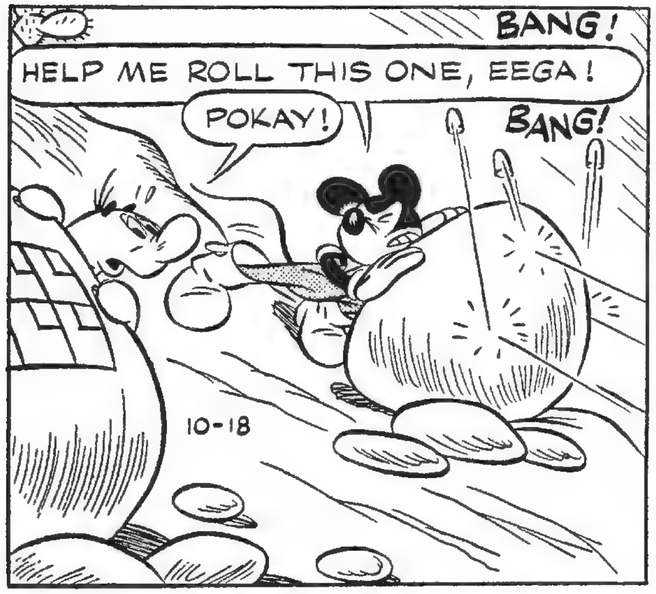
UK!

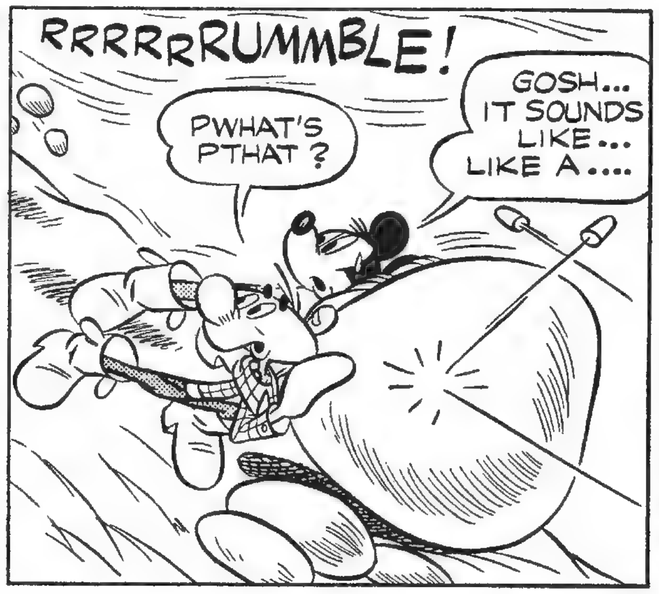

PSTRIKE!
M
E
SNAP!
WALT DISNEY
10-15

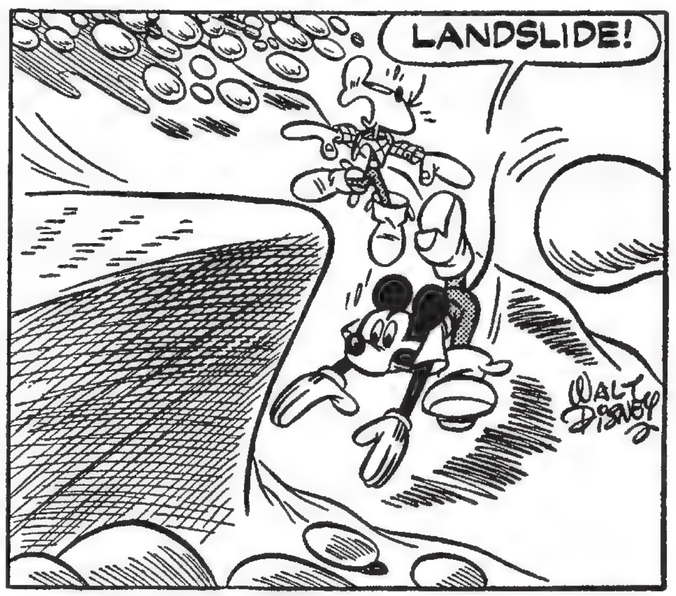

PFIVE?

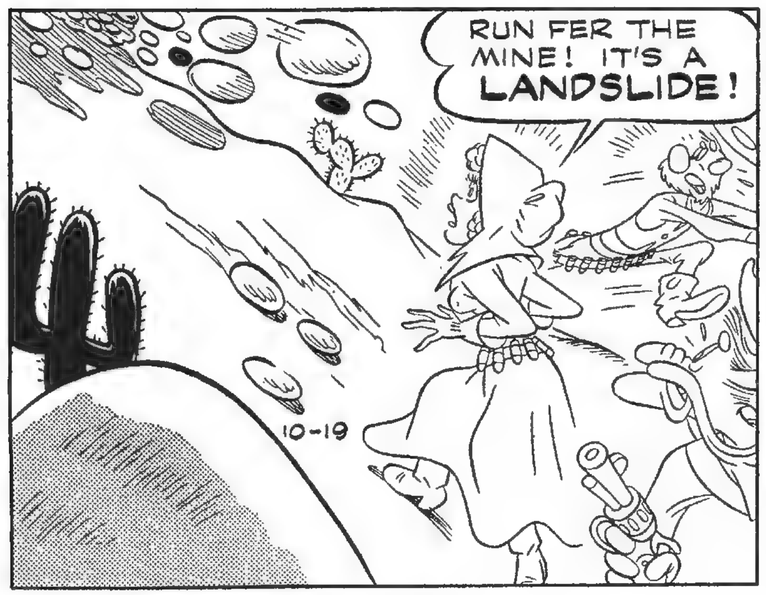

NOPE!

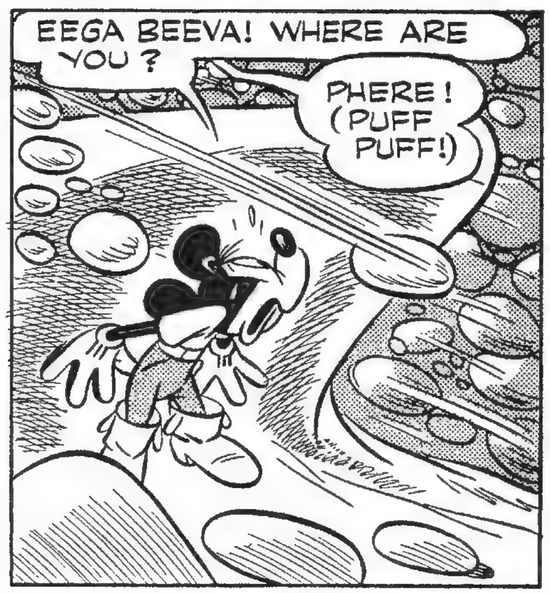

SIX!
POKAY! I'LL MARK IT!
WALT DISNEY
M
E
10/17

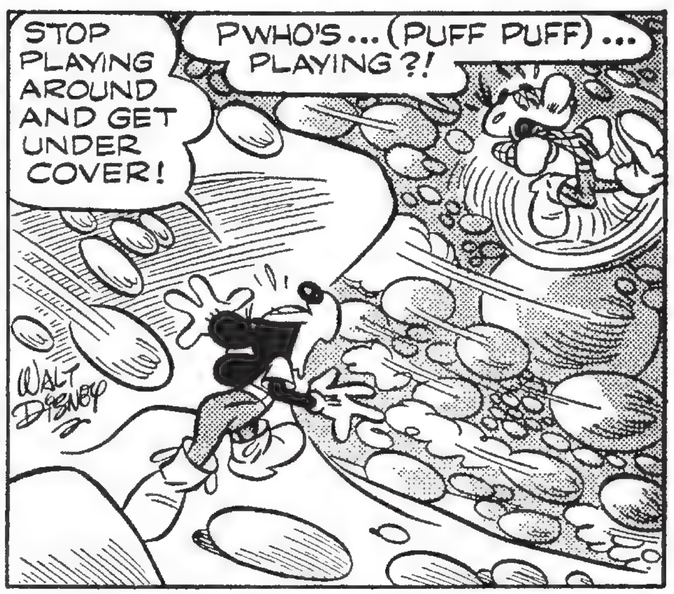

BANG!
HELP ME ROLL THIS ONE, EEGA!
POKAY!
BANG!
10-18

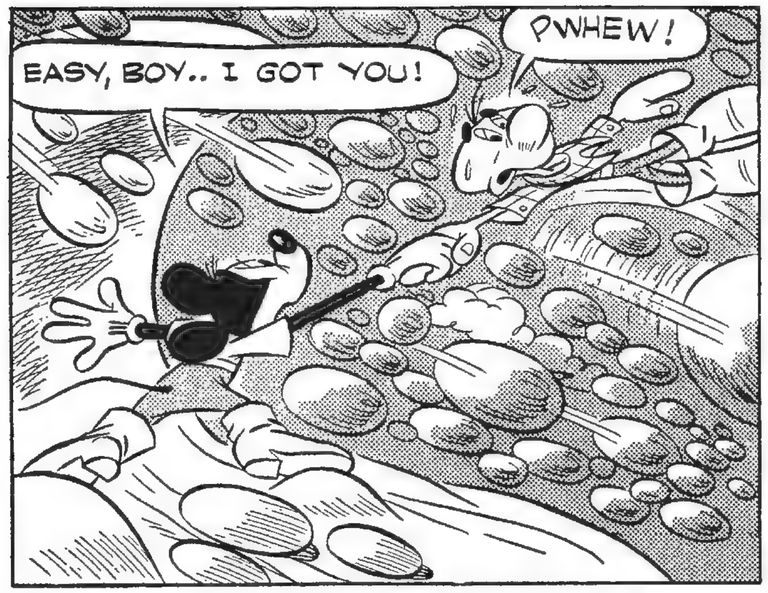

RRRRRRUMMBLE!
PWHAT'S PTHAT?
GOSH... IT SOUNDS LIKE... LIKE A....

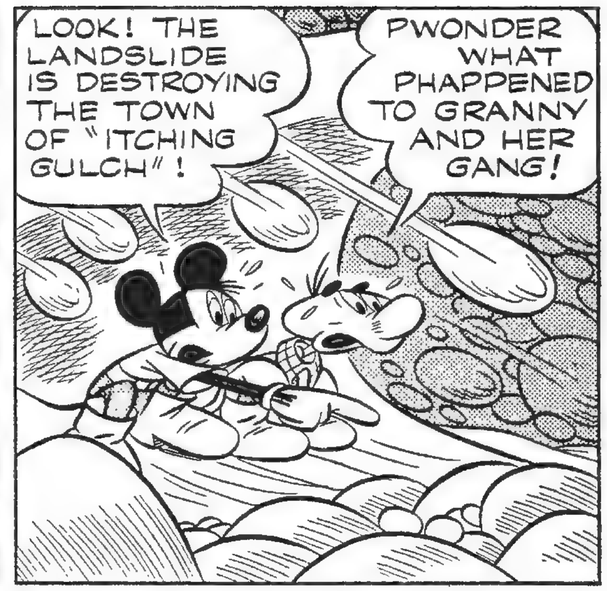

LANDSLIDE!
WALT DISNEY

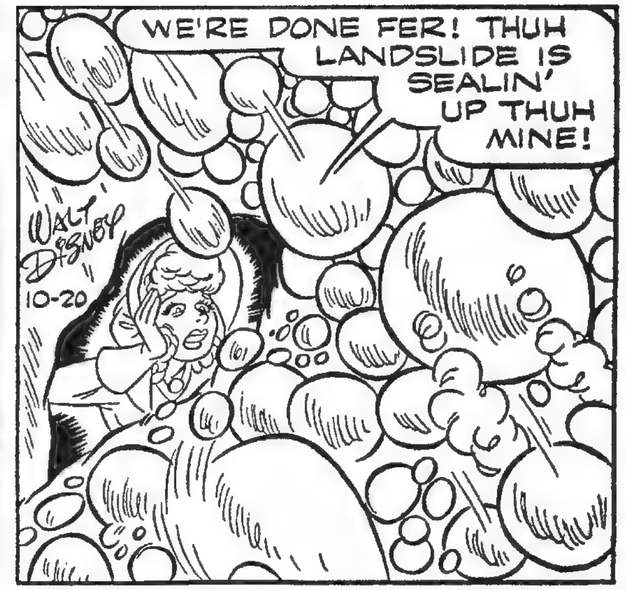

RUN FER THE MINE! IT'S A LANDSLIDE!
10-19

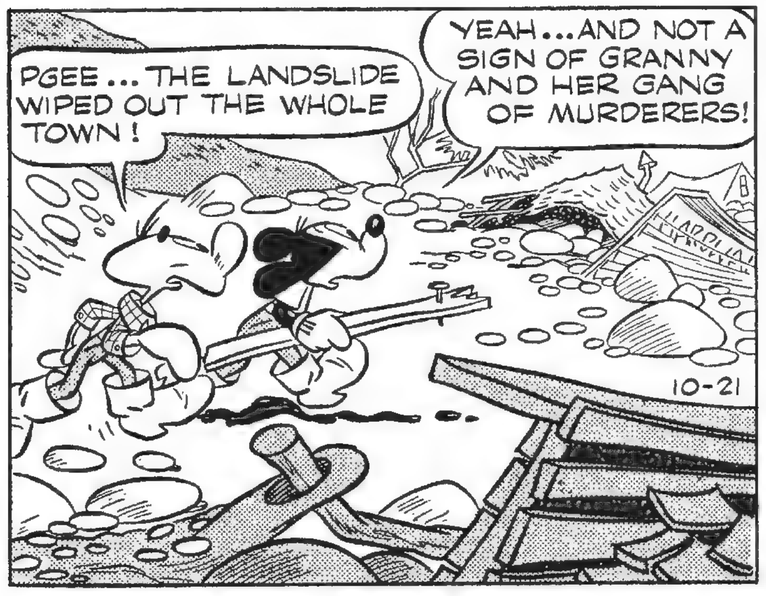

EEGA BEEVA! WHERE ARE YOU?
PHERE! (PUFF PUFF!)

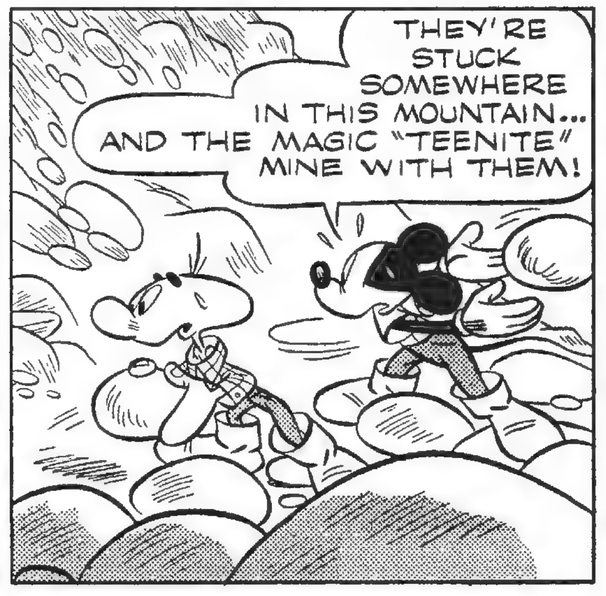

STOP PLAYING AROUND AND GET UNDER COVER!
PWHO'S... (PUFF PUFF)... PLAYING?!
WALT DISNEY


EASY, BOY.. I GOT YOU!
PWHEW!

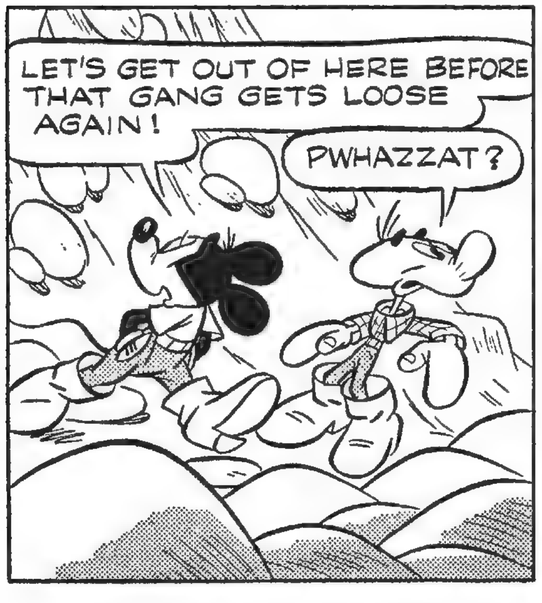

LOOK! THE LANDSLIDE IS DESTROYING THE TOWN OF "ITCHING GULCH"!
PWONDER WHAT PHAPPENED TO GRANNY AND HER GANG!

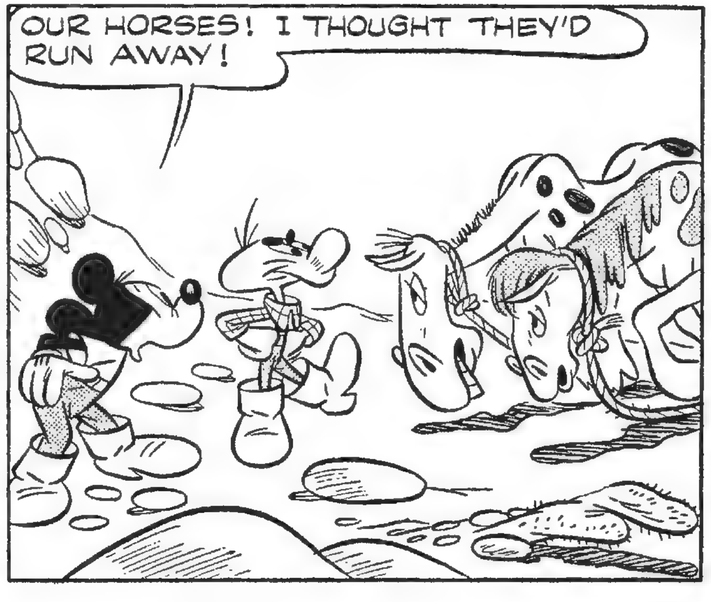

WE'RE DONE FER! THUH LANDSLIDE IS SEALIN' UP THUH MINE!
WALT DISNEY
10-20

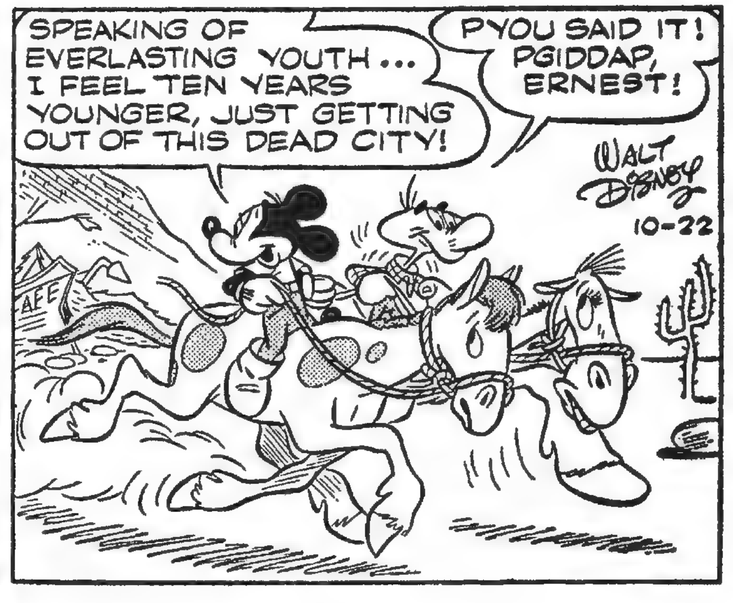

PGEE... THE LANDSLIDE WIPED OUT THE WHOLE TOWN!
YEAH... AND NOT A SIGN OF GRANNY AND HER GANG OF MURDERERS!
10-21


THEY'RE STUCK SOMEWHERE IN THIS MOUNTAIN... AND THE MAGIC "TEENITE" MINE WITH THEM!

PMAYBE WE BETTER FORGET ABOUT THE "PTEENITE" MINE!
YEAH... I GUESS PEOPLE WEREN'T MEANT TO HAVE THE SECRET OF EVERLASTING YOUTH!
WALT DISNEY


LET'S GET OUT OF HERE BEFORE THAT GANG GETS LOOSE AGAIN!
PWHAZZAT?


OUR HORSES! I THOUGHT THEY'D RUN AWAY!


SPEAKING OF EVERLASTING YOUTH... I FEEL TEN YEARS YOUNGER, JUST GETTING OUT OF THIS DEAD CITY!
PYOU SAID IT! PGIDDAP, ERNEST!
WALT DISNEY
10-22

THE SYNDICATE OF CRIME

OCTOBER 24, 1949
–
JANUARY 28, 1950

THE PSYNDICATE OF PCLOWNS

The 1940s were the decade in which *film noir* was born—and a popular craze for detective stories reached its apex. Bill Walsh and Floyd Gottfredson were obviously very *tired* of that craze when they created "The Syndicate of Crime." Get set for a take-no-prisoners spoof of every detective thriller ever!

Ironically, many of Mickey's best *and* worst comic tales have been attempts at detective thrillers, played straight. In hindsight, "Syndicate"—in attempting to spoof the potboiler detective stories of its day—also functions as an inadvertent parody of many *Mickey* detective stories.

Right out of the gate, "Syndicate" deliberately hits the overdone detective "beats" we have seen before. That stereotypical rich client with a problem? In this story, she makes her own problems. The beautiful femme fatale in need of protection? When it was Drusilla, in Gottfredson's earlier "House of Mystery," we took her seriously; in "Syndicate," the woman is "protected" by removing her beauty.

And how about those doubting police, too slow to take action when crime is afoot? They're in this story too, so full of disdain that they effectively become parodies of parodies.

But what makes "Syndicate" *different* from the traditional sleuth stories that it spoofs? Beyond a basic satiric approach, three factors stand out. The first, bar none, is the endearingly weird Eega Beeva, whose entire schtick is turning traditional story tropes on their ears. The second factor is Eega's even weirder "thnuckle-booh" dog, Pflip, whose talent for literally sniffing out crime drives the entire yarn.

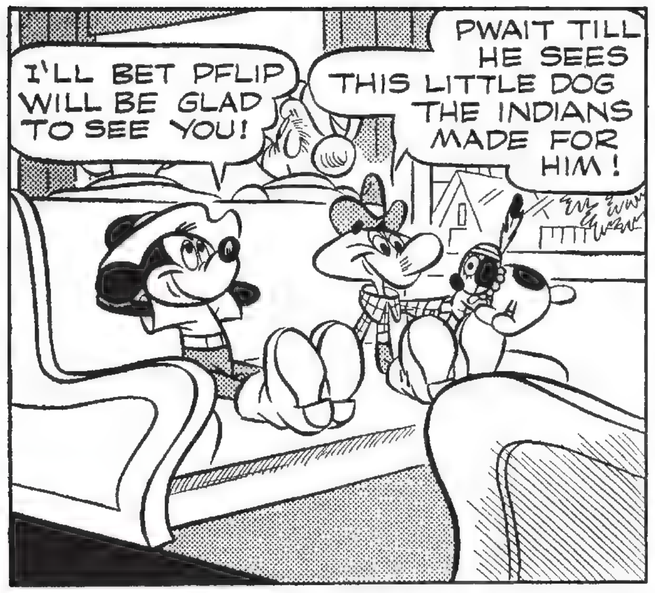
And this brings us to our third factor: Lucius Lamb, a very interesting villain as Mickey villains go.

As we shall see, Lucius is a villainous type explored in no other Mickey story. He isn't a rival (Mortimer), a thug (Pete), a moustache-twirler (Sylvester Shyster), a curmudgeon (Eli Squinch), a would-be dictator (Dr. Vulter), a mad scientist (Ecks, Doublex and Triplex), a psychopath (the Rhyming Man), or a Machiavelli (the Phantom Blot, Miklos). Instead Lucius Lamb is a troll: a genteel philanthropist who has no reason to be a crook—yet indulges in crime as a hobby. He paints, he gardens, he has an alligator pit (?!). He keeps a private train... just to carry him to his piles of stolen cash. Apparently just for fun, he has become the most powerful crime kingpin in the area. And to underscore his oddity, he is portrayed as a sheep—not a species typically humanized in Disney comics.

Since "The Syndicate of Crime" is a parody first, Lamb's unique features are pretty much hand-waved away for comedy. "Syndicate" is less an epic than an Abbott and Costello crime caper writ large. That said, Lucius Lamb still manages to be a fairly credible threat. You won't forget him, even in the silliness of his trappings.

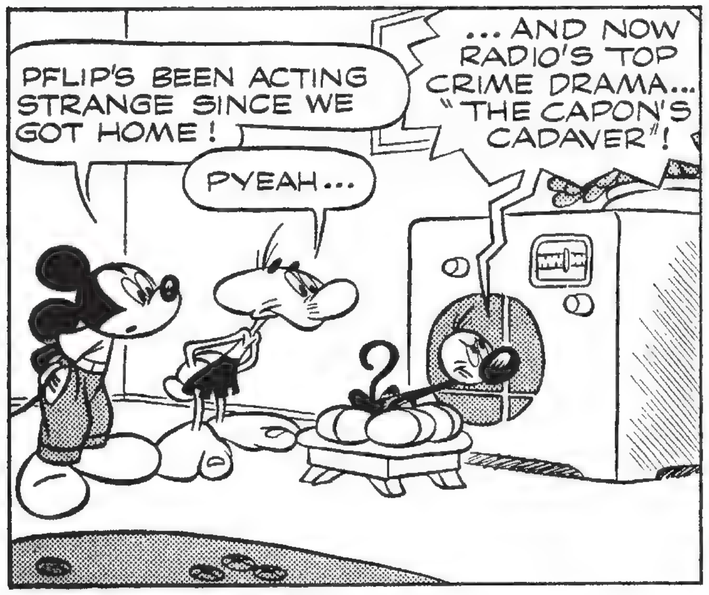
Speaking of which—on an interesting final note, Lamb's piles of money are handled in a manner that looks ahead to Scrooge McDuck's treatment of cash about a year later; except here, the mountains of money also function as a threat and annoyance to hero and villain alike.

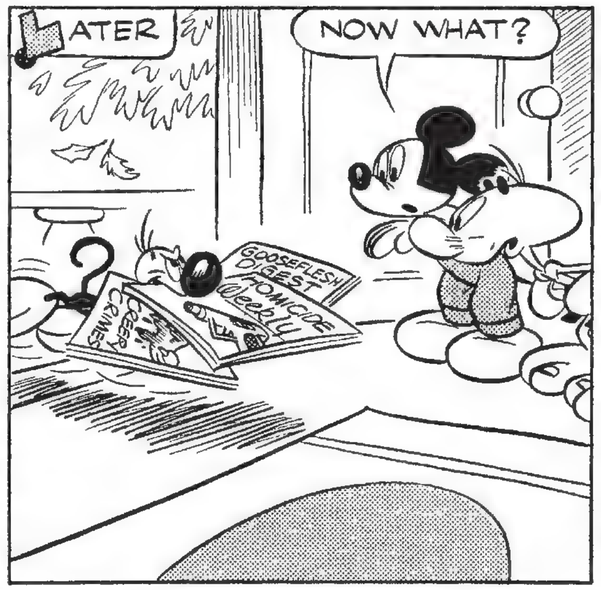
— Jonathan H. Gray

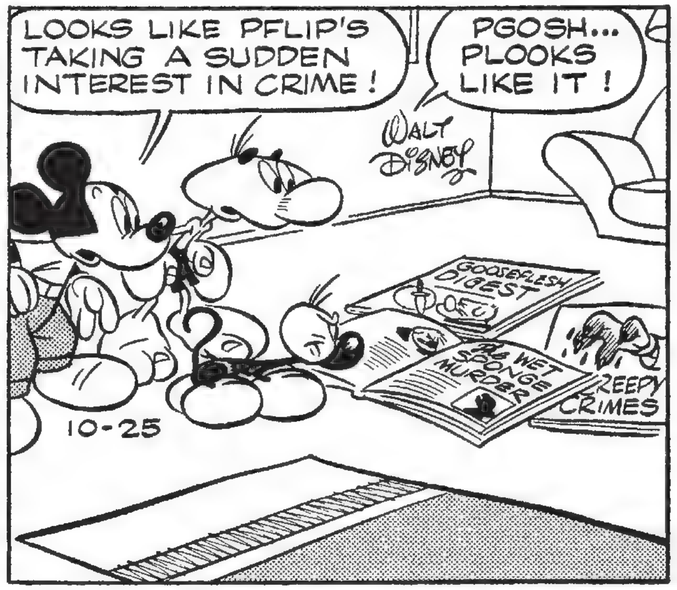

I'LL BET PFLIP WILL BE GLAD TO SEE YOU!
PWAIT TILL HE SEES THIS LITTLE DOG THE INDIANS MADE FOR HIM!

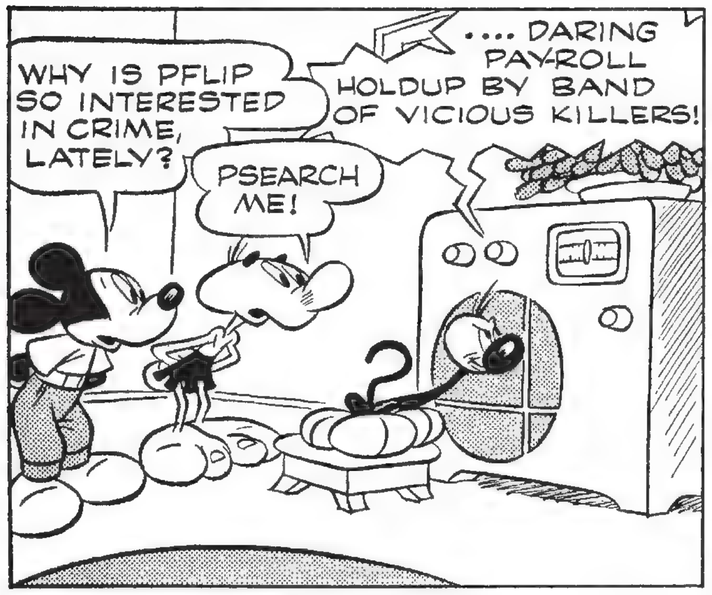
PFLIP, OLD PBOY! PLOOK WHAT I BROUGHT YOU!
ERF...

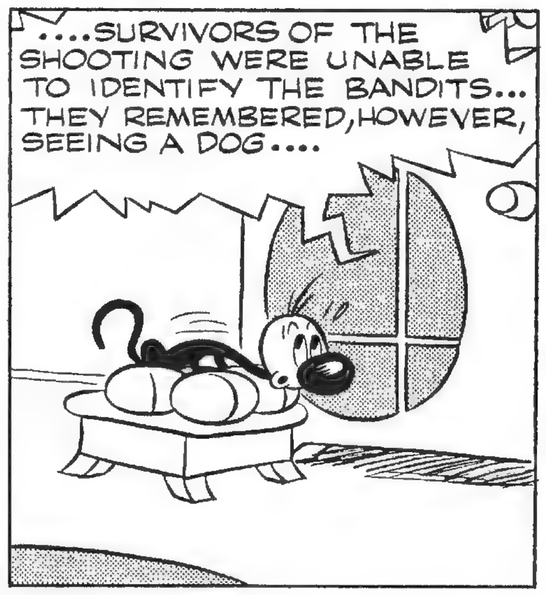
WHAT'S THE MATTER WITH PFLIP?
PGOSH... HE WASN'T EVEN GLAD TO SEE ME!
WALT DISNEY
10-24

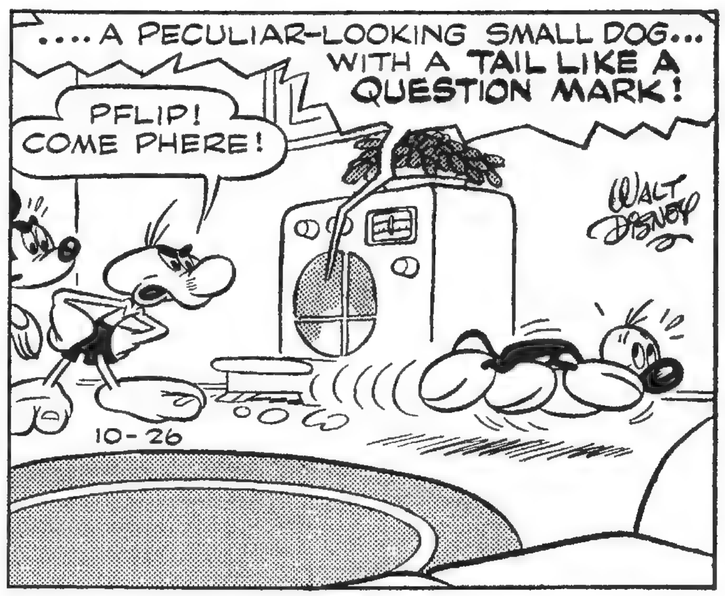

PFLIP'S BEEN ACTING STRANGE SINCE WE GOT HOME!
PYEAH...
... AND NOW RADIO'S TOP CRIME DRAMA... "THE CAPON'S CADAVER"!

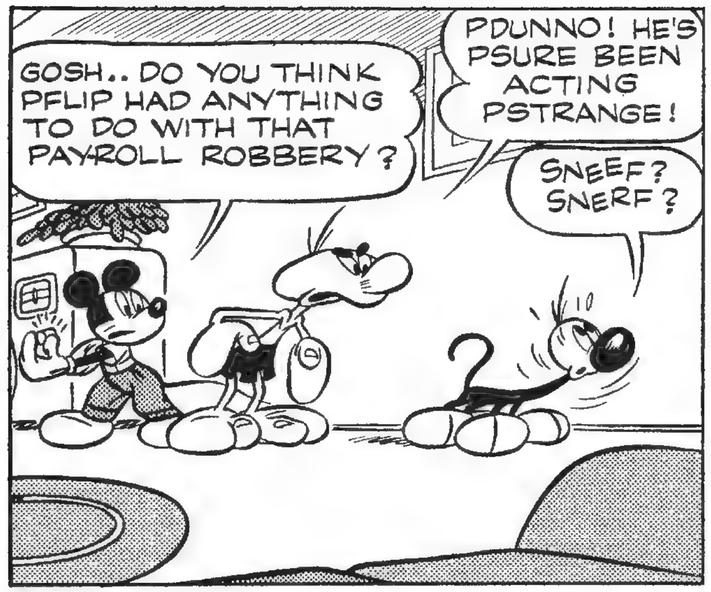

LATER
NOW WHAT?
GOOSEFLESH DIGEST
HOMICIDE WEEKLY
CREEPY CRIMES


LOOKS LIKE PFLIP'S TAKING A SUDDEN INTEREST IN CRIME!
PGOSH... PLOOKS LIKE IT!
WALT DISNEY
GOOSEFLESH DIGEST
WET SPONGE MURDER
CREEPY CRIMES
10-25

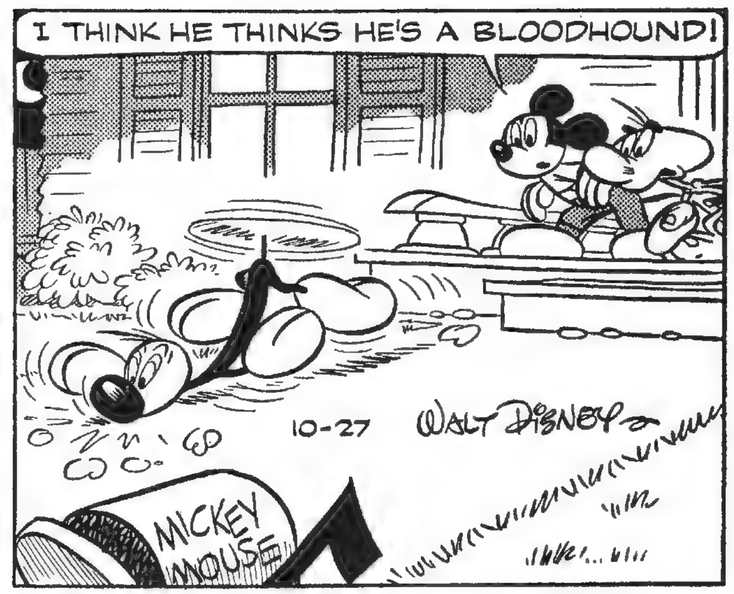

WHY IS PFLIP SO INTERESTED IN CRIME, LATELY?
PSEARCH ME!
.... DARING PAY-ROLL HOLDUP BY BAND OF VICIOUS KILLERS!

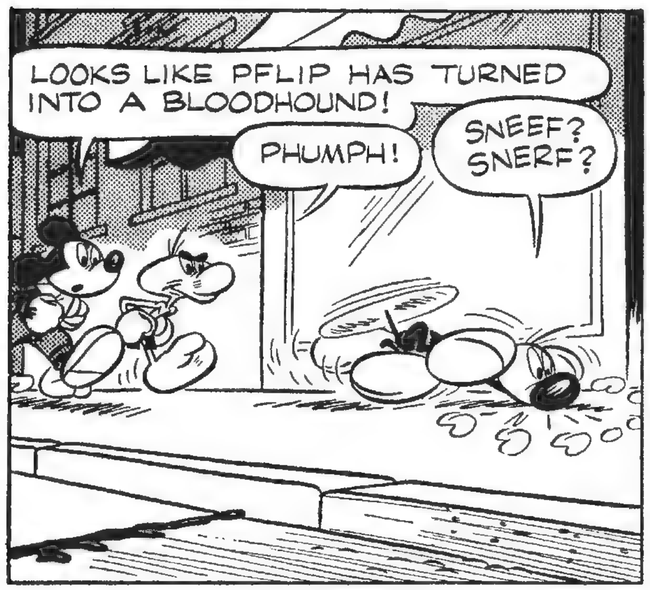

....SURVIVORS OF THE SHOOTING WERE UNABLE TO IDENTIFY THE BANDITS... THEY REMEMBERED, HOWEVER, SEEING A DOG....

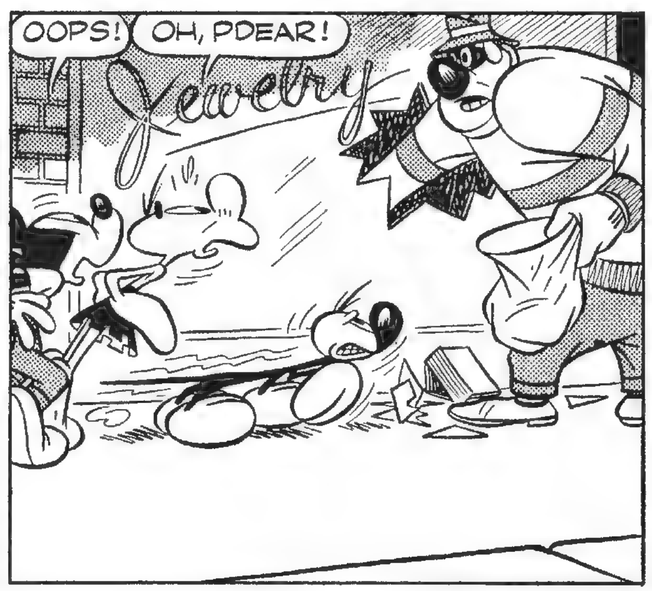

.... A PECULIAR-LOOKING SMALL DOG... WITH A TAIL LIKE A QUESTION MARK!
PFLIP! COME PHERE!
WALT DISNEY
10-26

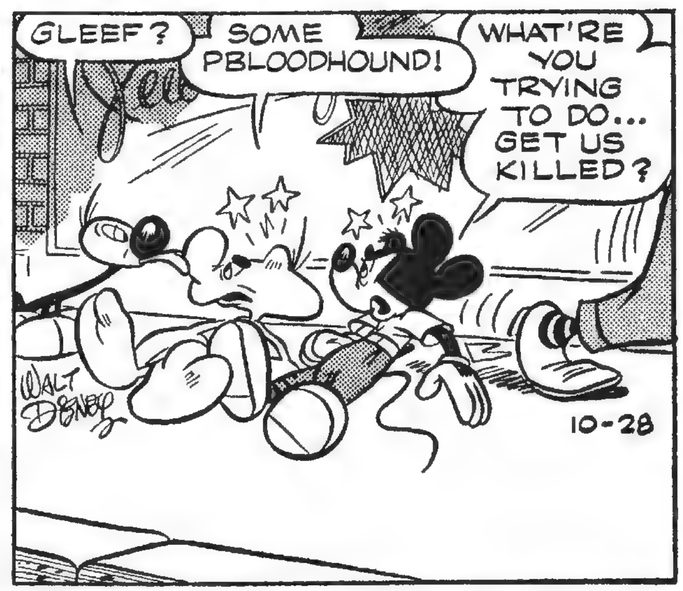

GOSH.. DO YOU THINK PFLIP HAD ANYTHING TO DO WITH THAT PAYROLL ROBBERY?
PDUNNO! HE'S PSURE BEEN ACTING PSTRANGE!
SNEEF? SNERF?

SNEEF? SNERF?
LOOK! HE SMELLS SOMETHING!


I THINK HE THINKS HE'S A BLOODHOUND!
10-27
WALT DISNEY
MICKEY MOUSE

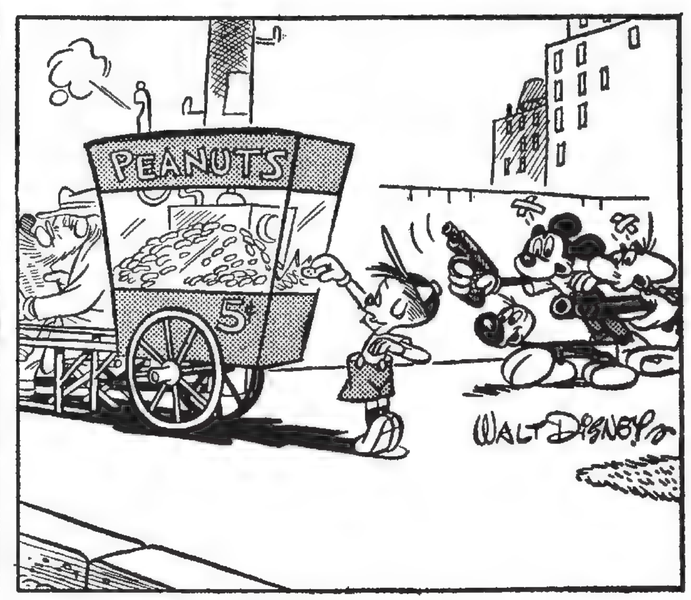

LOOKS LIKE PFLIP HAS TURNED INTO A BLOODHOUND!
PHUMPH!
SNEEF? SNERF?

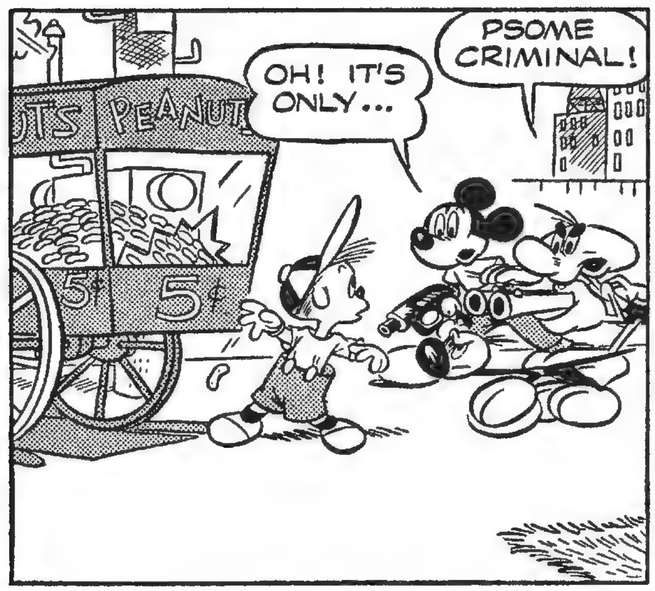

OOPS!
OH, PDEAR!
Jewelry

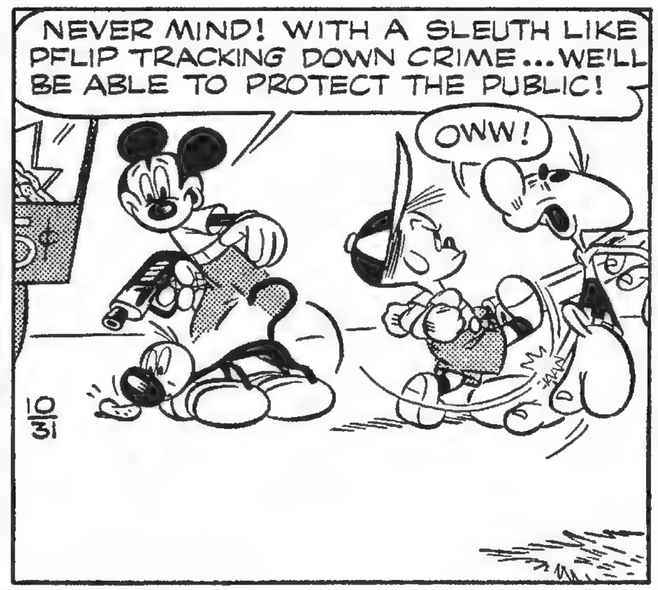

GLEEF?
SOME PBLOODHOUND!
WHAT'RE YOU TRYING TO DO... GET US KILLED?
WALT DISNEY
10-28

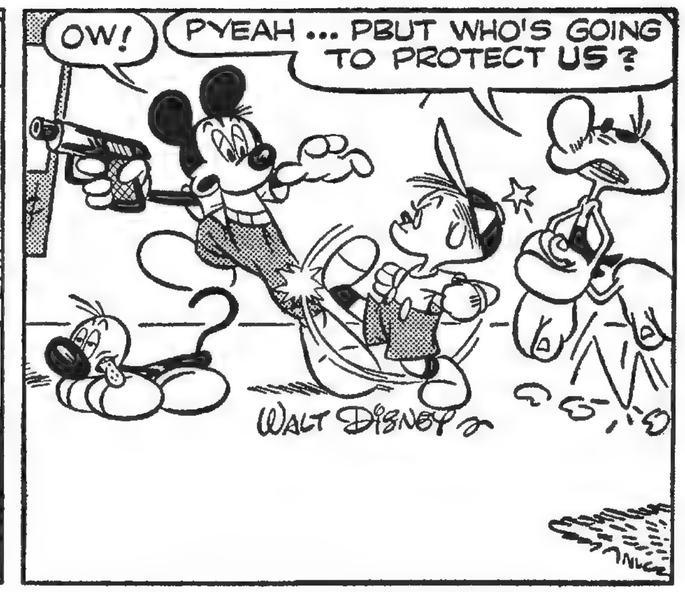
LOOK, EEGA! PFLIP SMELLS ANOTHER CRIME!
WE'RE NOT PGOING TO GET PCAUGHT OFF GUARD THIS PTIME!
SNEEF? SNERF?

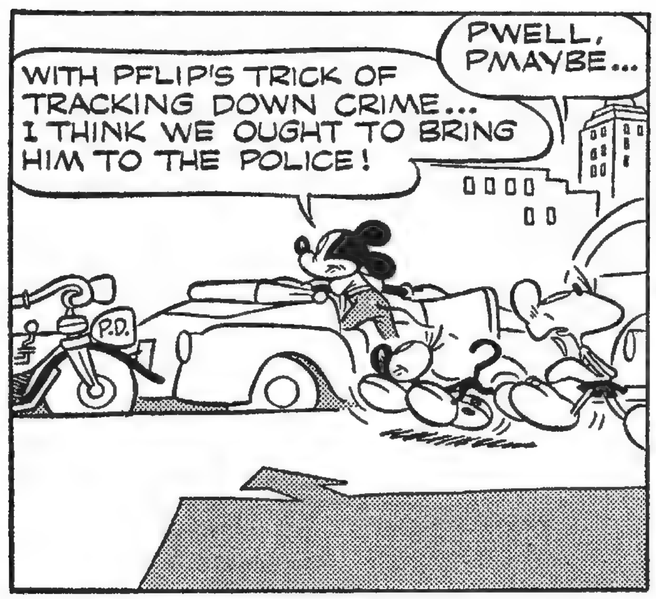
CAREFUL! PFLIP MIGHT LEAD US RIGHT INTO ANOTHER DESPERATE CRIMINAL!
I'M PREADY!
SNEEF?
10-29

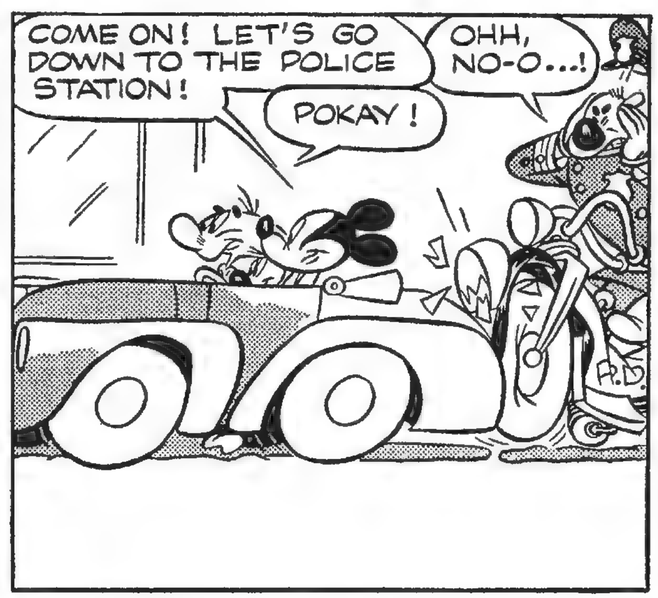

PEANUTS
5¢
WALT DISNEY

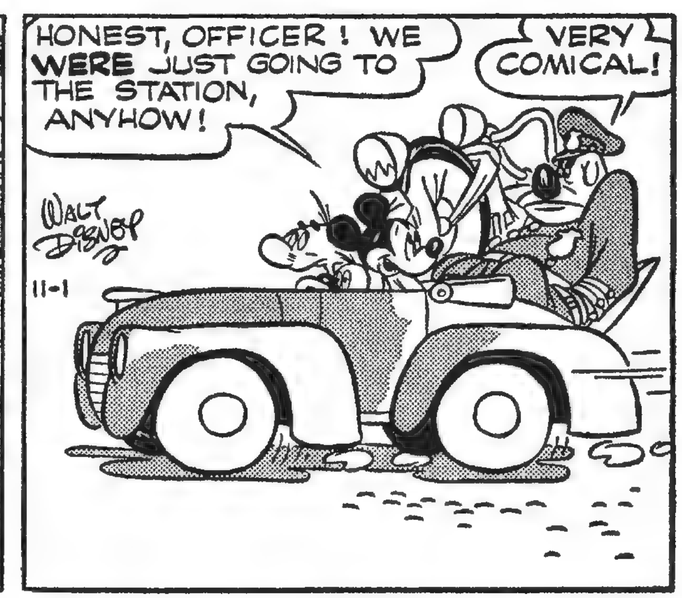

OH! IT'S ONLY...
PSOME CRIMINAL!
PEANUTS
5¢
5¢


NEVER MIND! WITH A SLEUTH LIKE PFLIP TRACKING DOWN CRIME...WE'LL BE ABLE TO PROTECT THE PUBLIC!
OWW!
10/31


OW!
PYEAH ... PBUT WHO'S GOING TO PROTECT US?
WALT DISNEY


WITH PFLIP'S TRICK OF TRACKING DOWN CRIME... I THINK WE OUGHT TO BRING HIM TO THE POLICE!
PWELL, PMAYBE...
P.D.

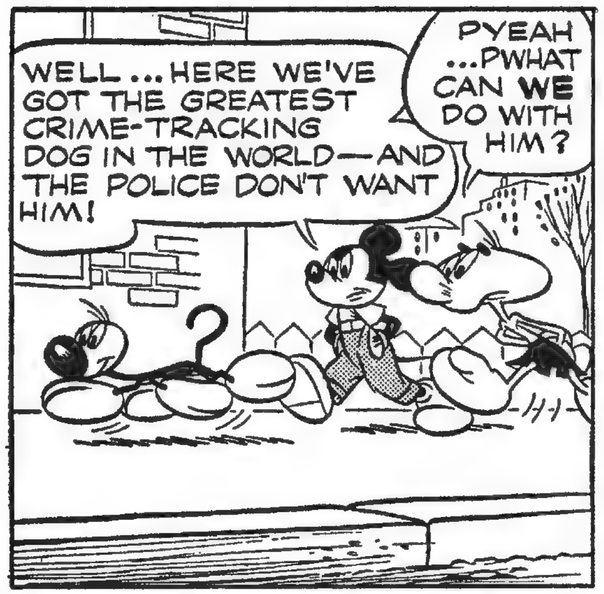

COME ON! LET'S GO DOWN TO THE POLICE STATION!
OHH, NO-O...!
POKAY!
P.D.


HONEST, OFFICER! WE WERE JUST GOING TO THE STATION, ANYHOW!
VERY COMICAL!
WALT DISNEY
11-1

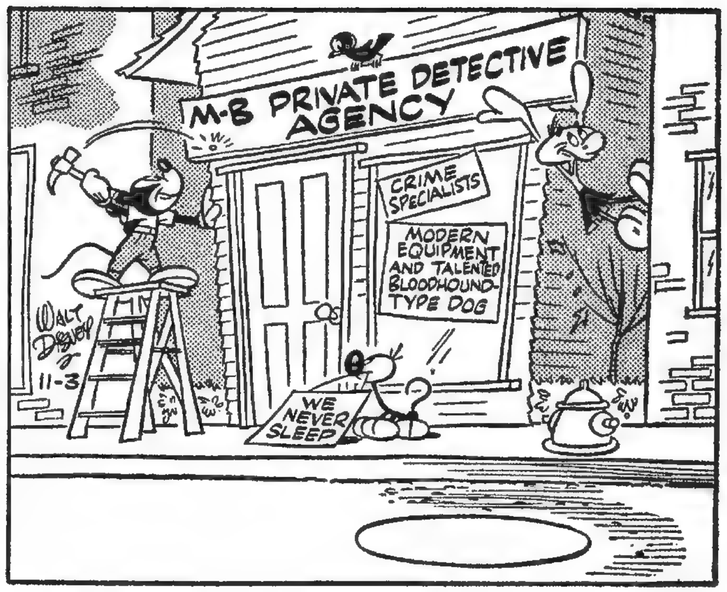
WHADDYE MEAN? A DOG THAT CAN SENSE A CRIME WHILE IT'S STILL HAPPENING? GET THAT MUTT OUT OF MY STATION!

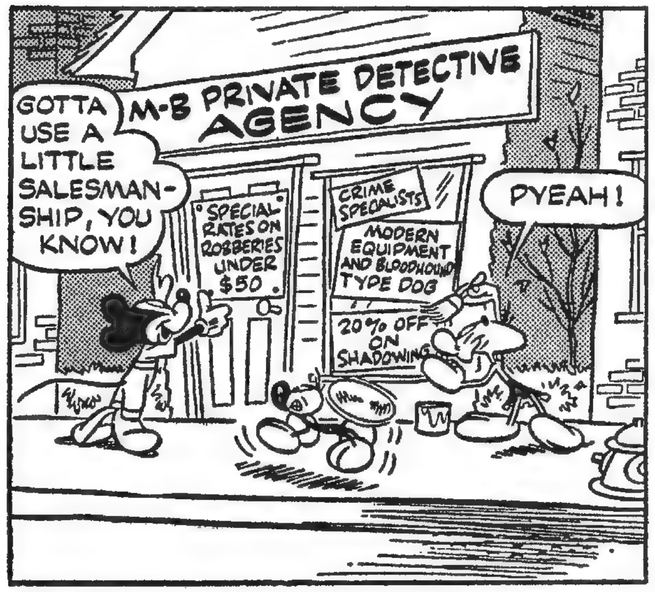
TOO BAD CHIEF O'HARA'S AWAY! HE WOULD HAVE...
PLOOK! PFLIP'S SMELLING OUT A NEW CRIME!

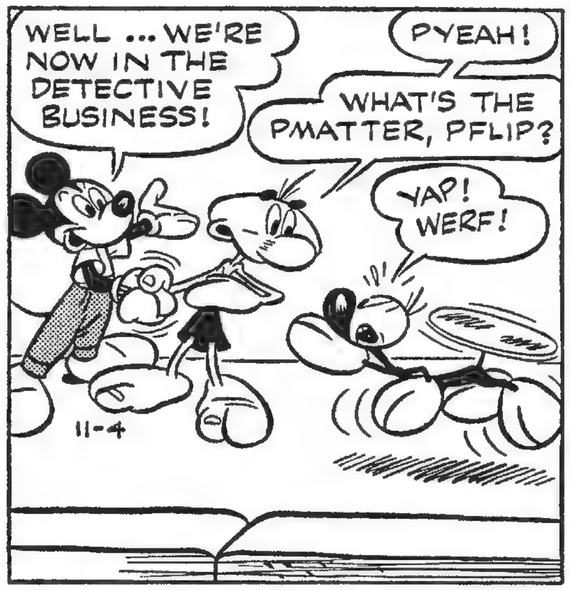
OH, HELLO, LIEUTENANT!
ER... JUST BORROWING A LITTLE LUNCH MONEY FROM MY SON!
WALT DISNEY
11-2

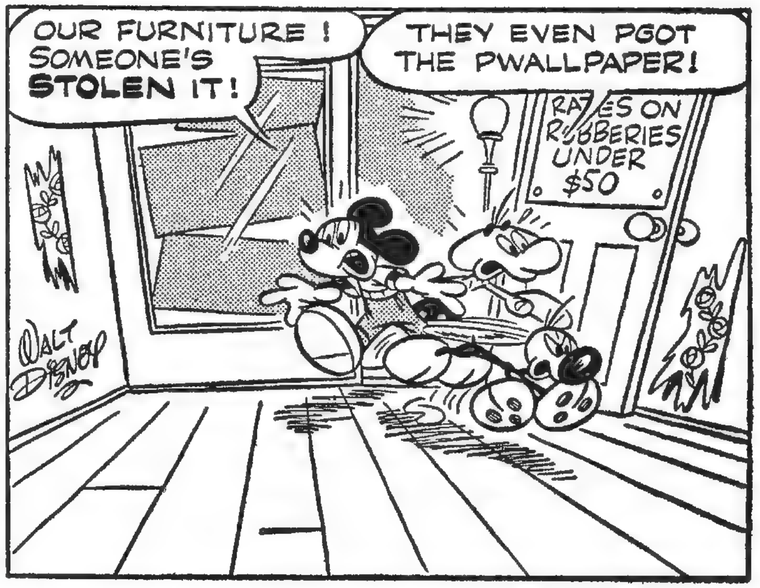

WELL ... HERE WE'VE GOT THE GREATEST CRIME-TRACKING DOG IN THE WORLD—AND THE POLICE DON'T WANT HIM!
PYEAH ...PWHAT CAN WE DO WITH HIM?

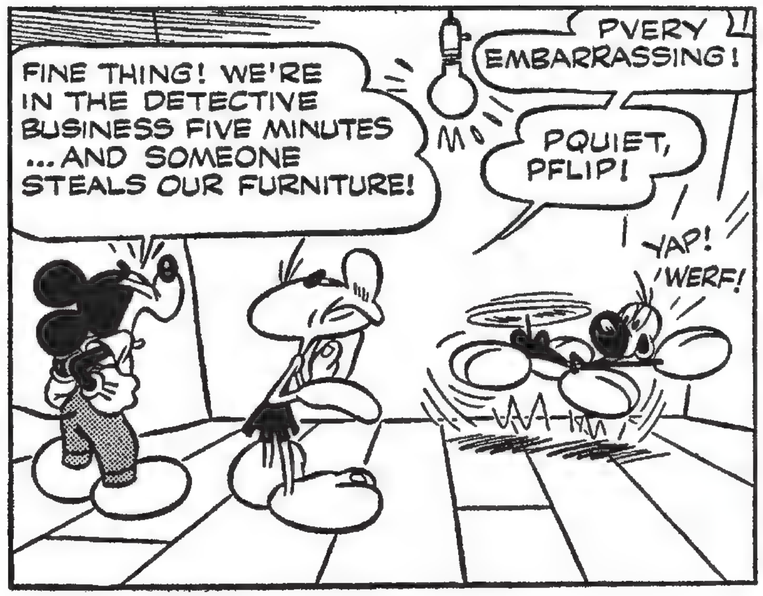
!
!
NOW
SY SHOVEL the PRIVATE EYE in
"The Gorgeous MODEL MURDER"


M-B PRIVATE DETECTIVE AGENCY
CRIME SPECIALISTS
MODERN EQUIPMENT AND TALENTED BLOODHOUND-TYPE DOG
WE NEVER SLEEP
WALT DISNEY
11-3

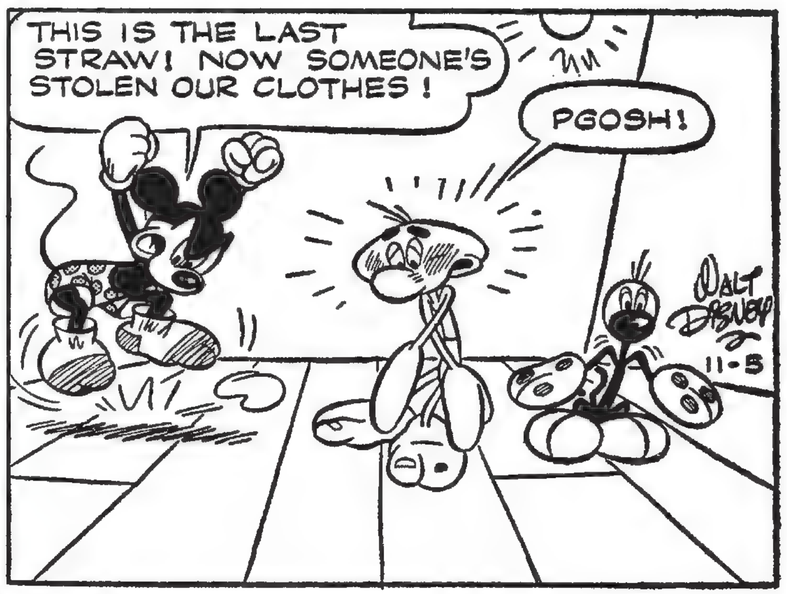

GOTTA USE A LITTLE SALESMANSHIP, YOU KNOW!
M-B PRIVATE DETECTIVE AGENCY
SPECIAL RATES ON ROBBERIES UNDER $50
CRIME SPECIALISTS
MODERN EQUIPMENT AND BLOODHOUND TYPE DOG
20% OFF ON SHADOWING
PYEAH!


WELL ... WE'RE NOW IN THE DETECTIVE BUSINESS!
PYEAH!
WHAT'S THE PMATTER, PFLIP?
YAP! WERF!
11-4


OUR FURNITURE! SOMEONE'S STOLEN IT!
THEY EVEN PGOT THE PWALLPAPER!
RATES ON ROBBERIES UNDER $50
WALT DISNEY

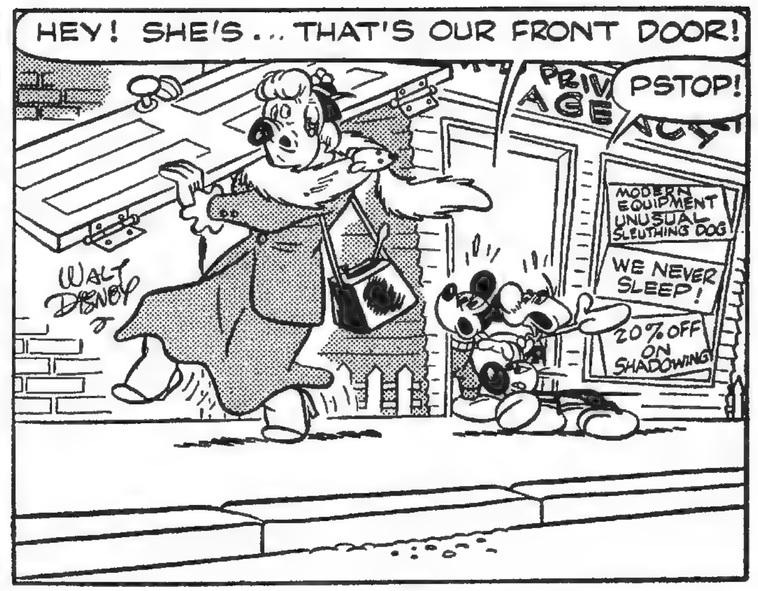

FINE THING! WE'RE IN THE DETECTIVE BUSINESS FIVE MINUTES ...AND SOMEONE STEALS OUR FURNITURE!
PVERY EMBARRASSING!
PQUIET, PFLIP!
YAP! WERF!

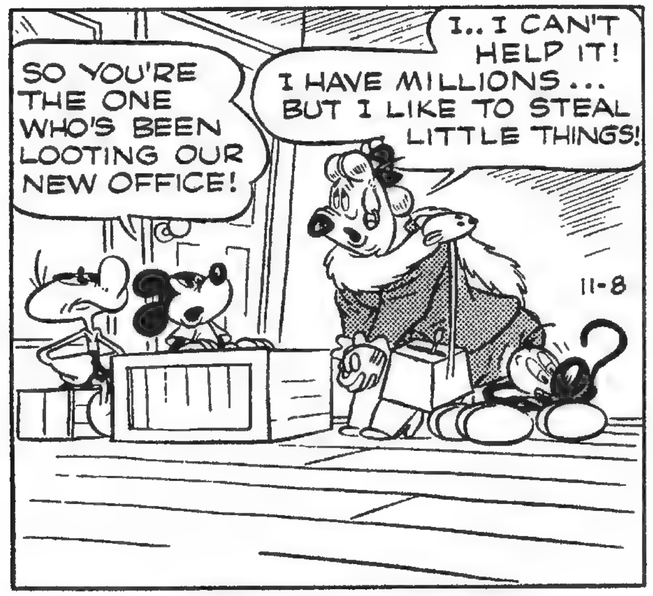
CLICK!
I ....
HEY!


THIS IS THE LAST STRAW! NOW SOMEONE'S STOLEN OUR CLOTHES!
PGOSH!
WALT DISNEY
11-5

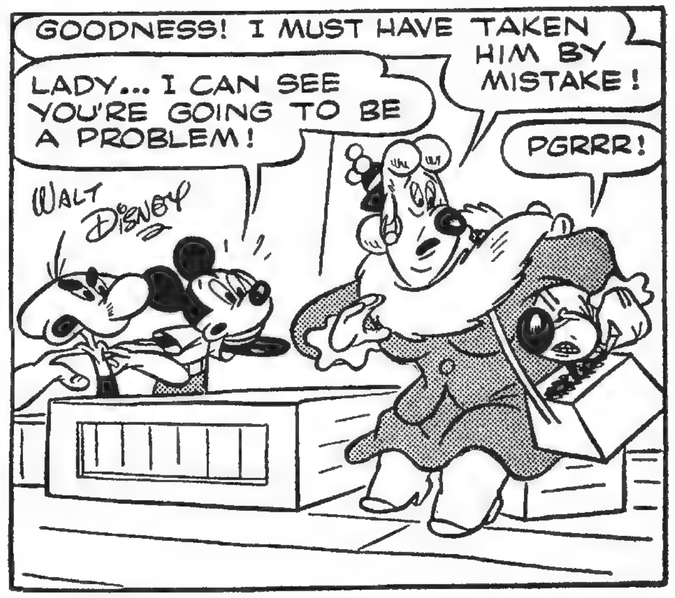
FINE THING! WE'RE IN THE DETECTIVE BUSINESS... AND SOMEONE STEALS OUR CLOTHES AND FURNITURE!
PHERE'S PFLIP!

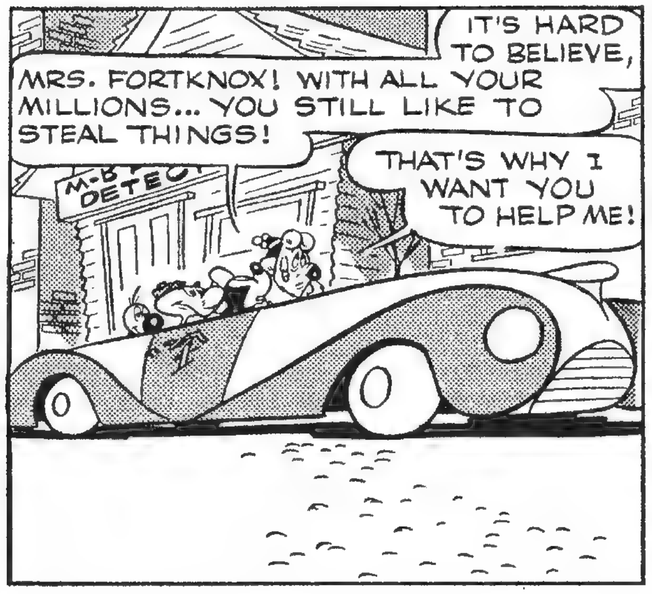
PLOOK, MICKEE! ANOTHER CRIME!
11-7

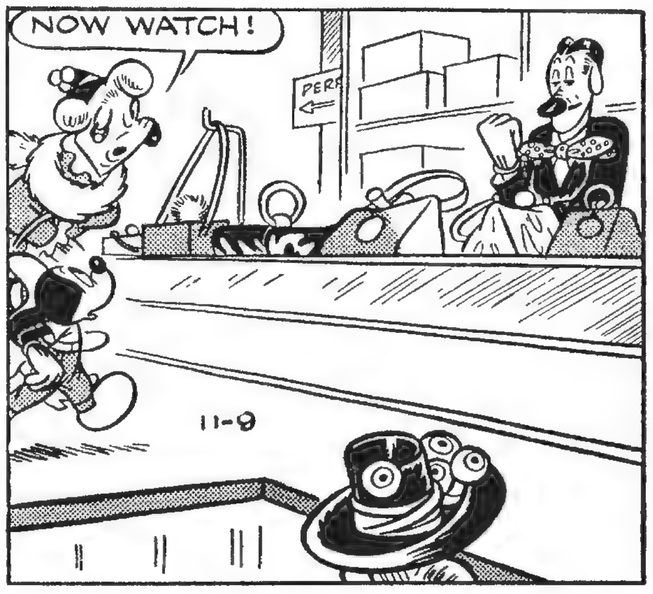

HEY! SHE'S... THAT'S OUR FRONT DOOR!
PSTOP!
MODERN EQUIPMENT UNUSUAL SLEUTHING DOG!
WE NEVER SLEEP!
20% OFF ON SHADOWING
WALT DISNEY

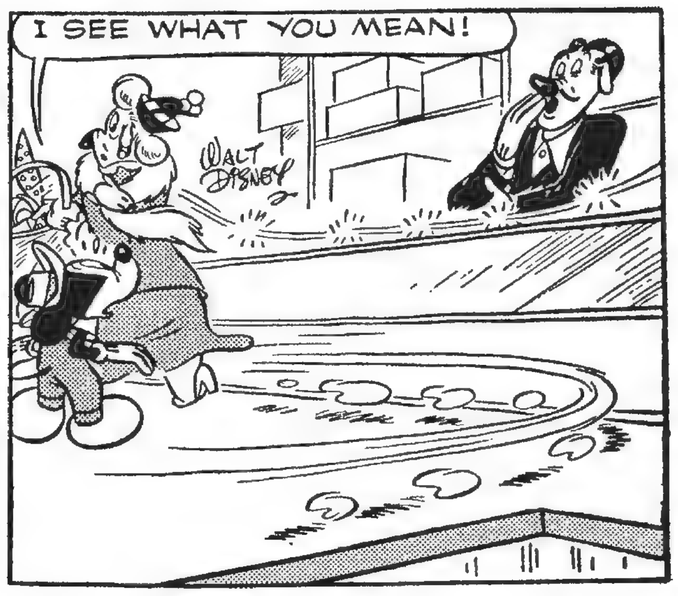

SO YOU'RE THE ONE WHO'S BEEN LOOTING OUR NEW OFFICE!
I..I CAN'T HELP IT! I HAVE MILLIONS... BUT I LIKE TO STEAL LITTLE THINGS!
11-8

THAT'S WHY I CAME HERE! I WANT YOU DETECTIVES TO KEEP ME FROM STEALING!
WELL... WE'RE EXPERTS... WE HAVE A WONDERFUL PRIVATE-EYE DOG THAT...
PFLIP! HE'S GONE!

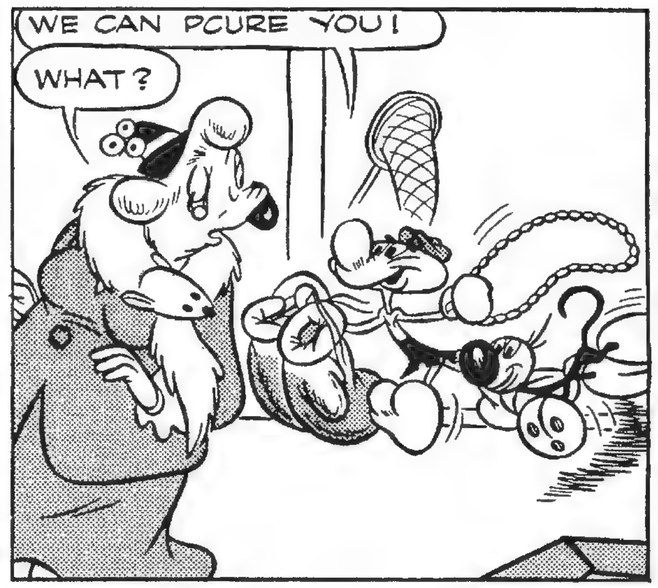

GOODNESS! I MUST HAVE TAKEN HIM BY MISTAKE!
LADY... I CAN SEE YOU'RE GOING TO BE A PROBLEM!
PGRRR!
WALT DISNEY

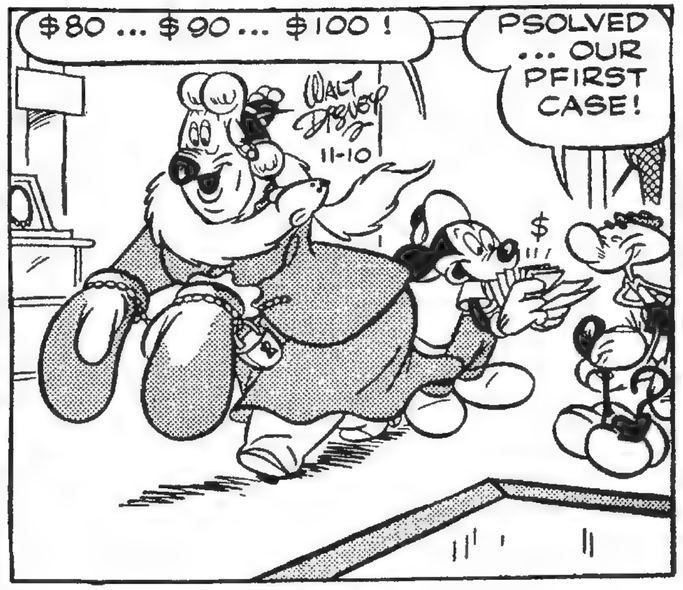

IT'S HARD TO BELIEVE, MRS. FORTKNOX! WITH ALL YOUR MILLIONS... YOU STILL LIKE TO STEAL THINGS!
THAT'S WHY I WANT YOU TO HELP ME!

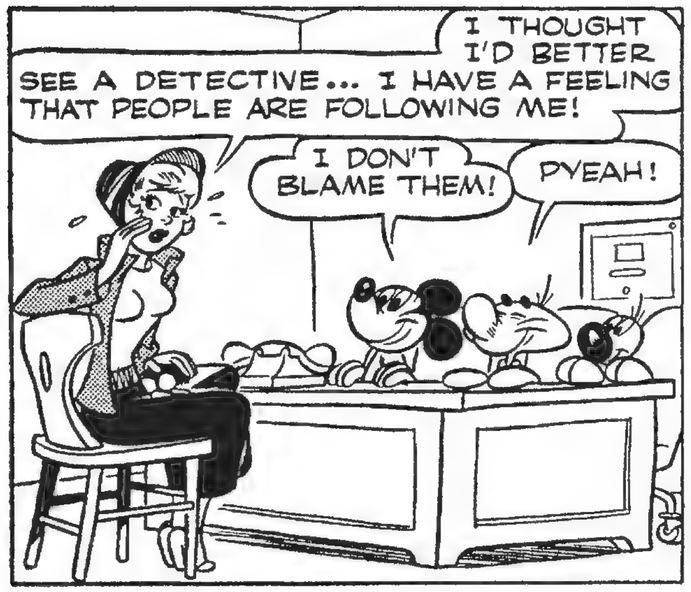

NOW WATCH!
11-9


I SEE WHAT YOU MEAN!
WALT DISNEY

I'D GIVE $100 IF I COULD KEEP FROM STEALING JUST ONE DAY!
SPORTING GOOD DEPARTMENT
WELL...
PZZZ!
PWERF!

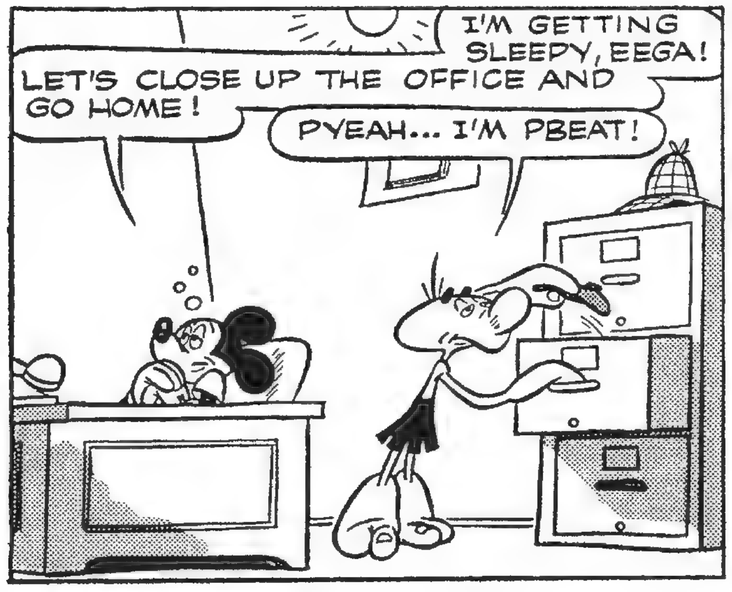

WE CAN PCURE YOU!
WHAT?

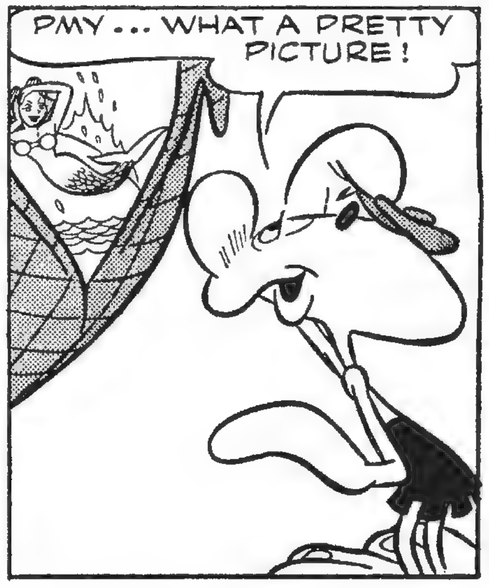

$80 ... $90 ... $100!
PSOLVED ... OUR PFIRST CASE!
WALT DISNEY 11-10
$

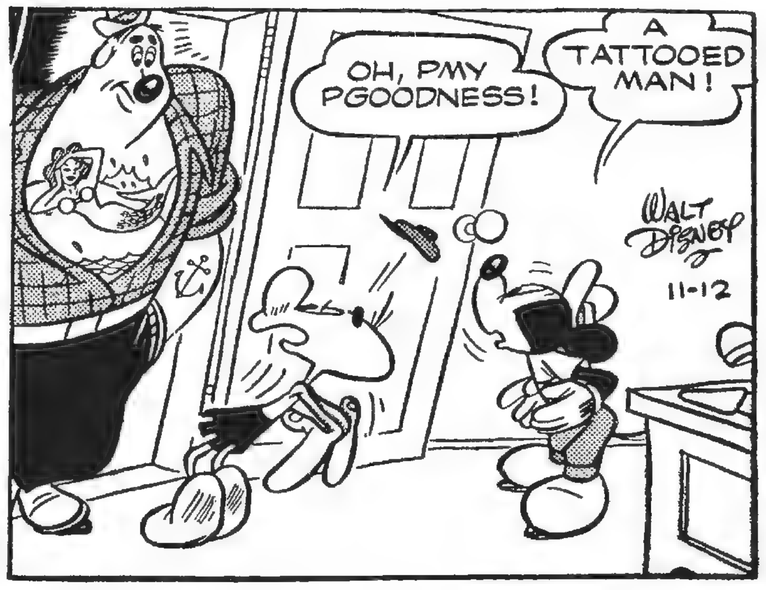

I THOUGHT I'D BETTER SEE A DETECTIVE... I HAVE A FEELING THAT PEOPLE ARE FOLLOWING ME!
I DON'T BLAME THEM!
PYEAH!

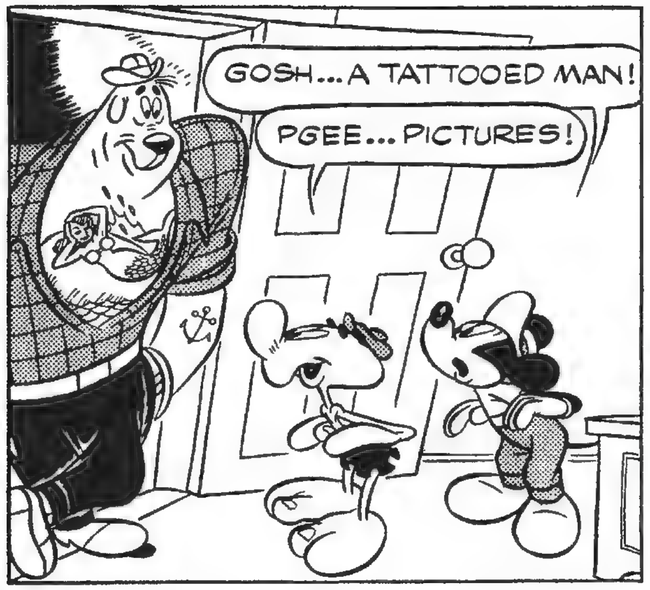
THE SOLUTION IS VERY SIMPLE!
PYEAH!
ABC

IF ANYONE FOLLOWS YOU NOW... COME BACK, AND WE'LL REFUND YOUR MONEY!
PTEN PDOLLARS, PLEASE!
WALT DISNEY 11-11

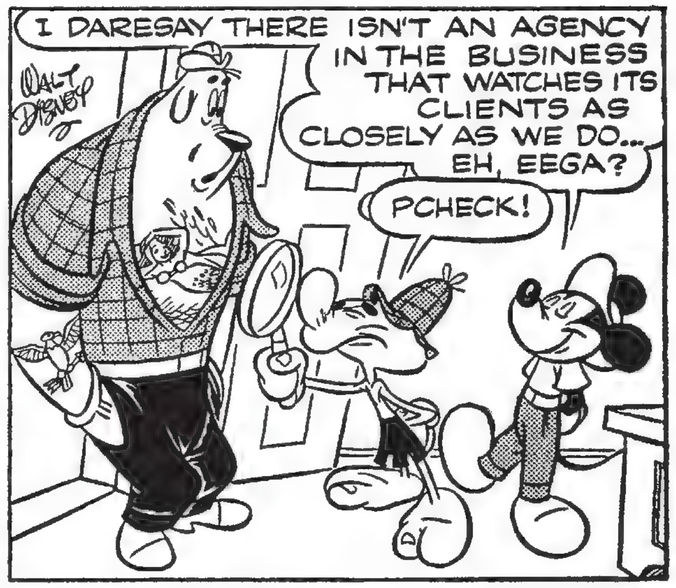

I'M GETTING SLEEPY, EEGA!
LET'S CLOSE UP THE OFFICE AND GO HOME!
PYEAH... I'M PBEAT!

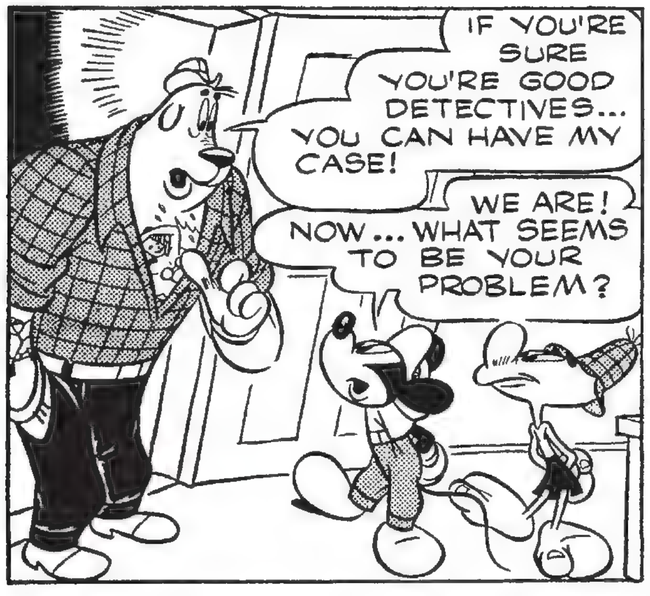

PMY... WHAT A PRETTY PICTURE!


OH, PMY PGOODNESS!
A TATTOOED MAN!
WALT DISNEY 11-12


GOSH... A TATTOOED MAN!
PGEE... PICTURES!

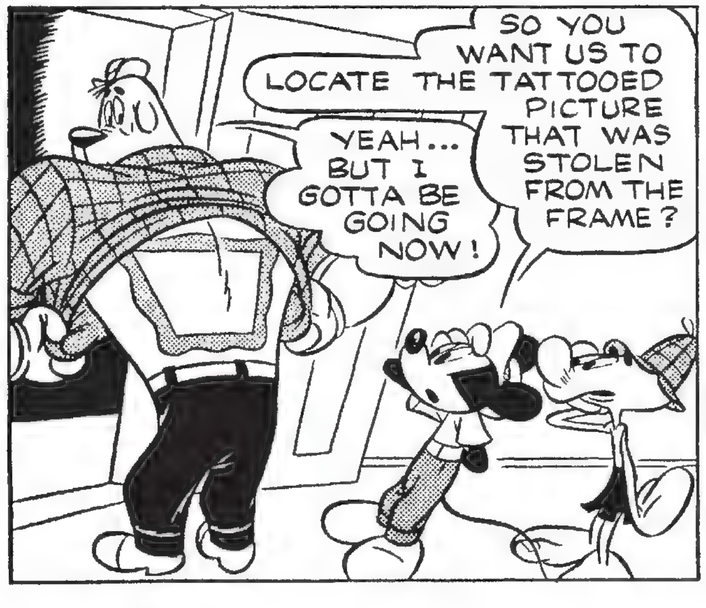
IS THIS A DETECTIVE AGENCY ?
THE BEST, SIR!
11-14


I DARESAY THERE ISN'T AN AGENCY IN THE BUSINESS THAT WATCHES ITS CLIENTS AS CLOSELY AS WE DO... EH, EEGA?
PCHECK!
WALT DISNEY

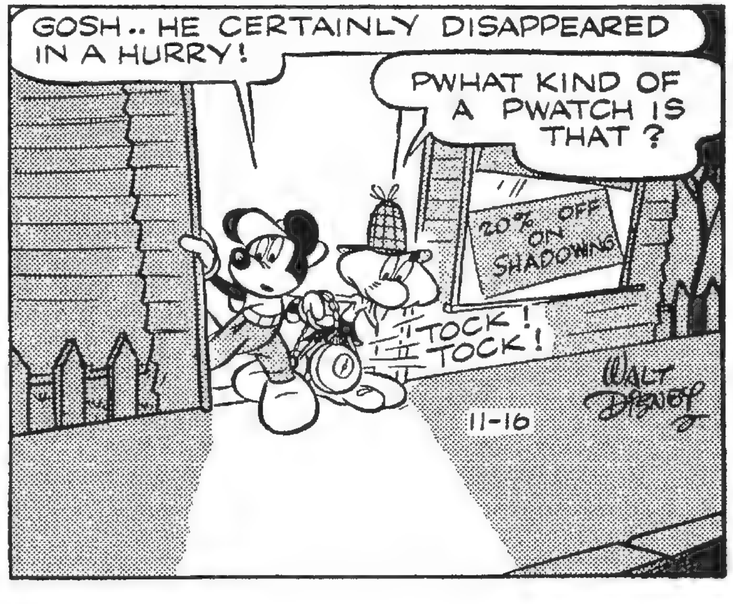

IF YOU'RE SURE YOU'RE GOOD DETECTIVES... YOU CAN HAVE MY CASE!
WE ARE! NOW... WHAT SEEMS TO BE YOUR PROBLEM?

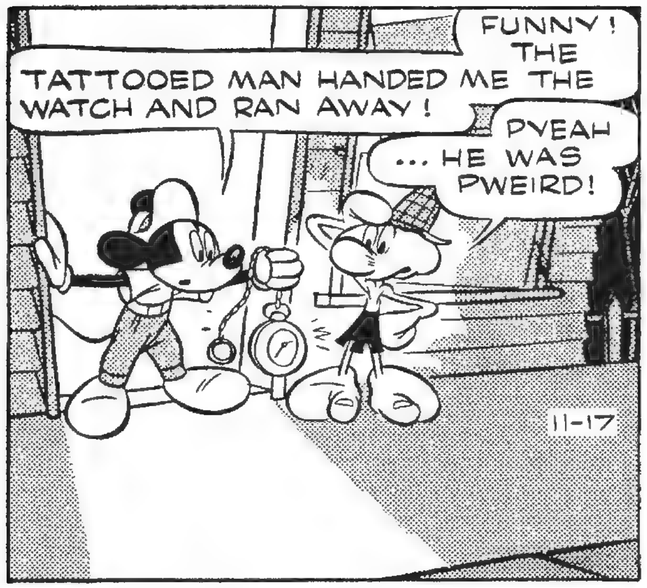
LOOK AT THAT!
INTERESTING! ER... WHAT IS IT?

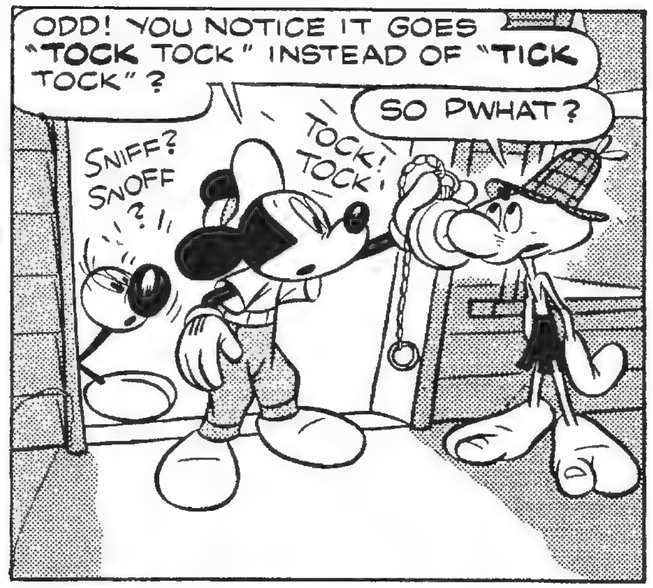
IT'S NOTHIN'! THAT'S THE TROUBLE! SOMEONE STOLE THE PICTURE OUT OF IT!
MMM! VERY UNUSUAL CASE!
PMMM! PVERY!
11/15
WALT DISNEY

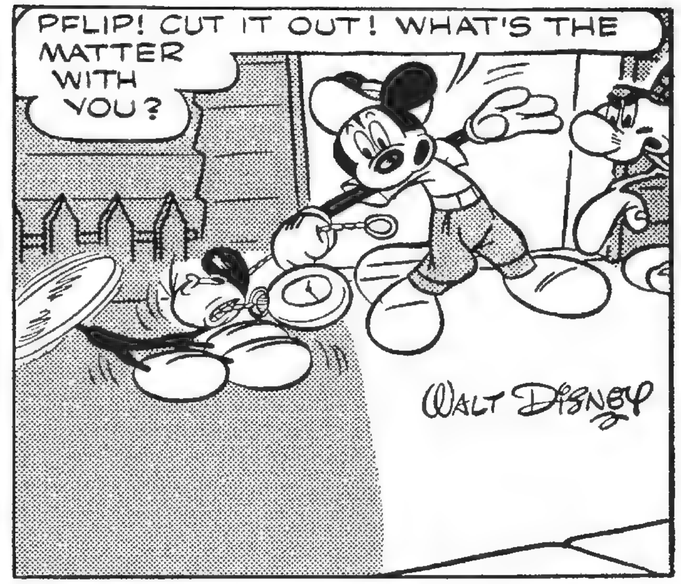

SO YOU WANT US TO LOCATE THE TATTOOED PICTURE THAT WAS STOLEN FROM THE FRAME?
YEAH... BUT I GOTTA BE GOING NOW!

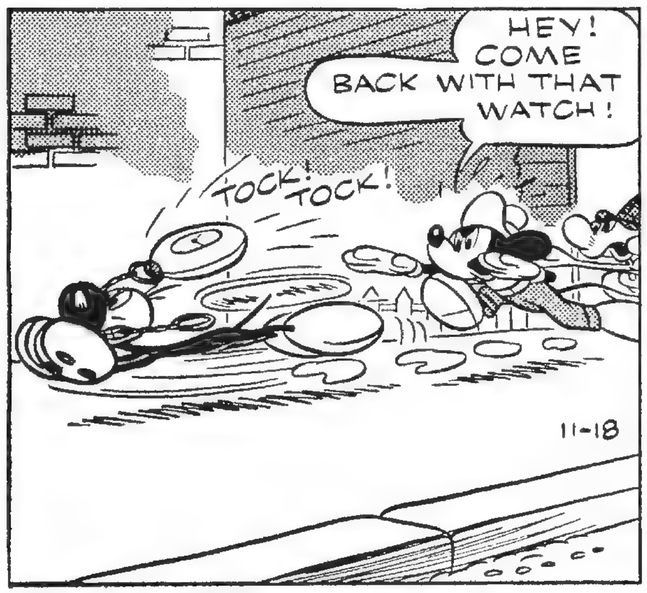
I'LL BE BACK TOMORROW! HERE'S A DOWN PAYMENT ON THE JOB!
BUT...
TOCK! TOCK!

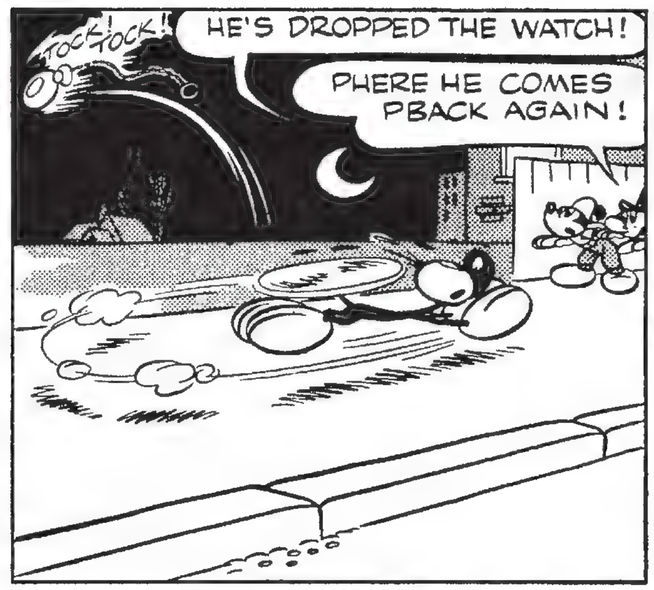

GOSH.. HE CERTAINLY DISAPPEARED IN A HURRY!
PWHAT KIND OF A PWATCH IS THAT?
20% OFF ON SHADOWING
TOCK! TOCK!
11-16
WALT DISNEY

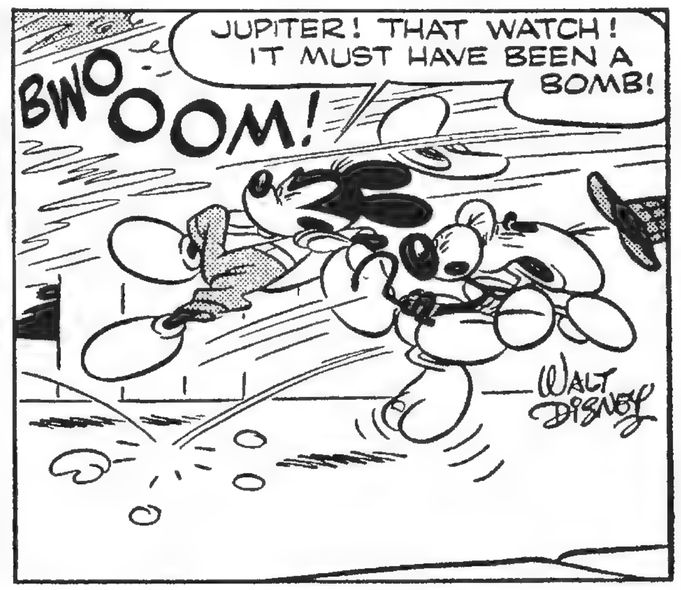

FUNNY! THE TATTOOED MAN HANDED ME THE WATCH AND RAN AWAY!
PVEAH ... HE WAS PWEIRD!
11-17

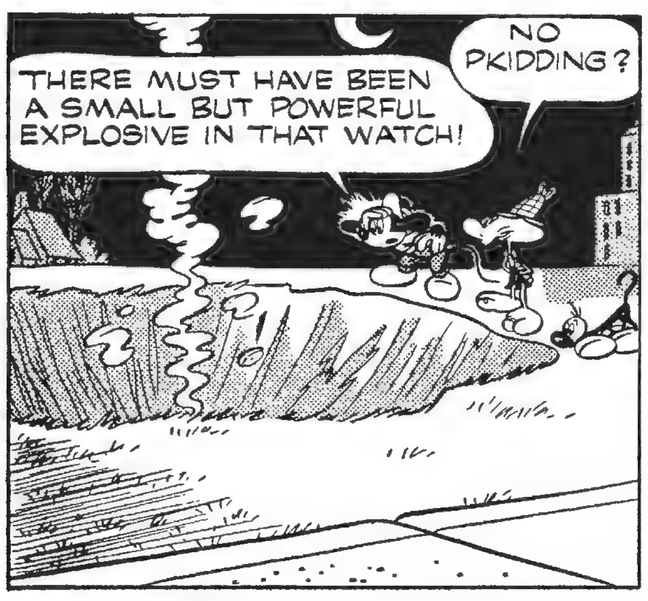

ODD! YOU NOTICE IT GOES "TOCK TOCK" INSTEAD OF "TICK TOCK"?
SO PWHAT?
SNIFF? SNOFF ?!
TOCK! TOCK!

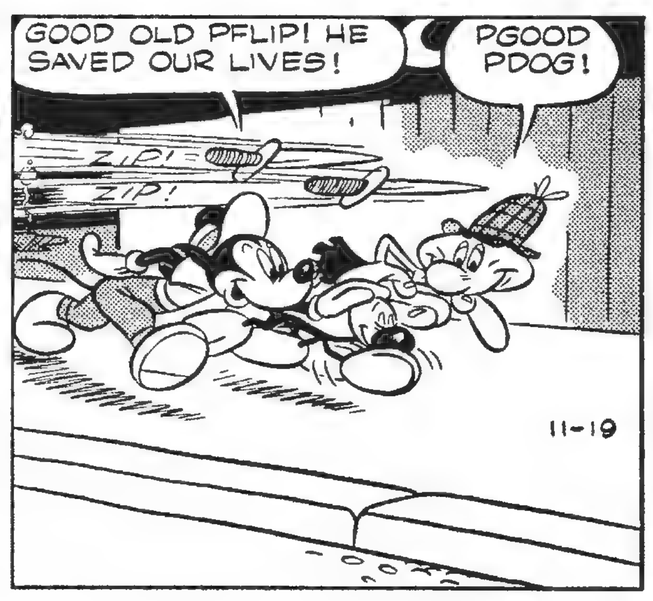

PFLIP! CUT IT OUT! WHAT'S THE MATTER WITH YOU?
WALT DISNEY

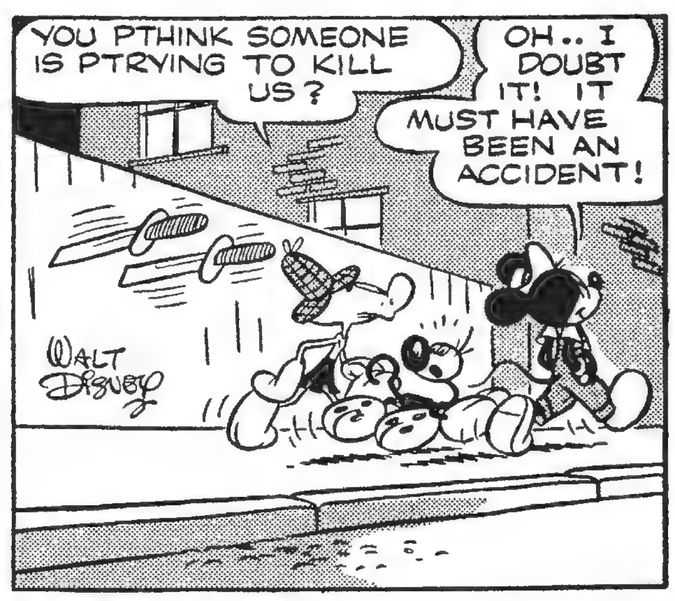

HEY! COME BACK WITH THAT WATCH!
TOCK! TOCK!
11-18

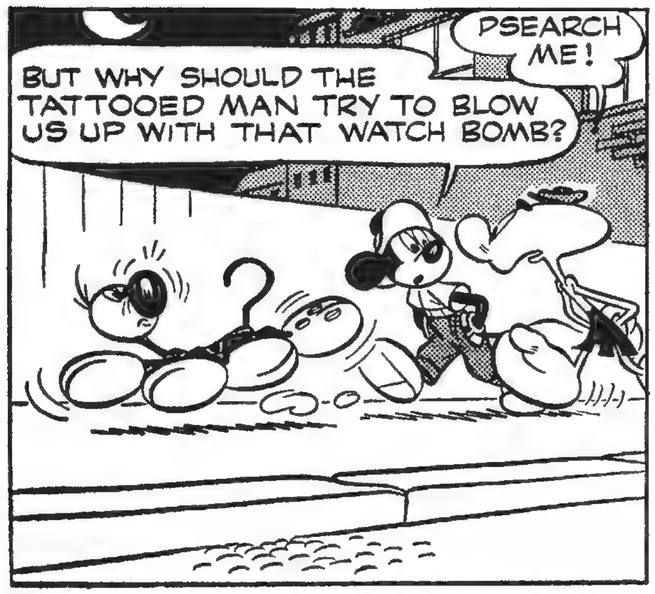

TOCK! TOCK!
HE'S DROPPED THE WATCH!
PHERE HE COMES PBACK AGAIN!


JUPITER! THAT WATCH! IT MUST HAVE BEEN A BOMB!
BWOOOM!
WALT DISNEY

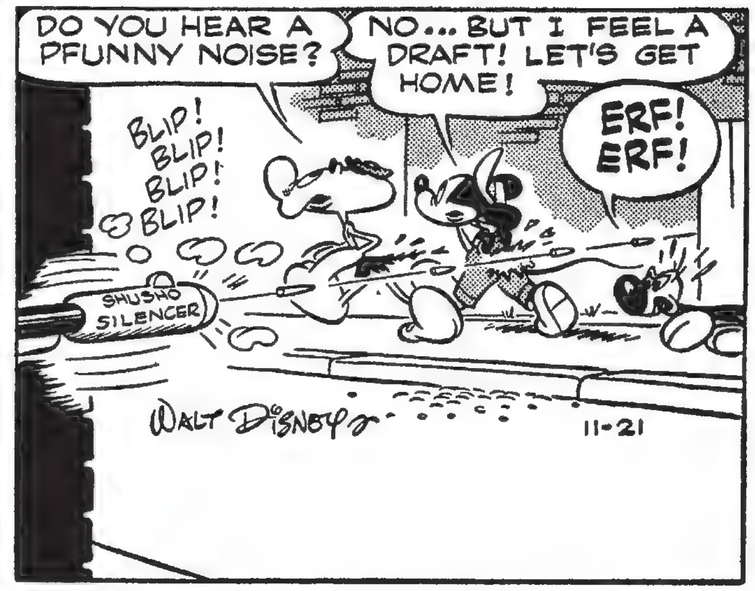

NO PKIDDING?
THERE MUST HAVE BEEN A SMALL BUT POWERFUL EXPLOSIVE IN THAT WATCH!

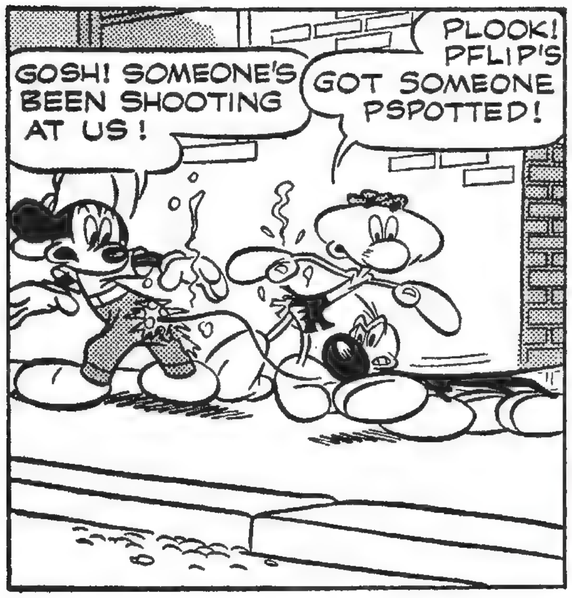

GOOD OLD PFLIP! HE SAVED OUR LIVES!
PGOOD PDOG!
ZIP!
ZIP!
11-19


YOU PTHINK SOMEONE IS PTRYING TO KILL US?
OH.. I DOUBT IT! IT MUST HAVE BEEN AN ACCIDENT!
WALT DISNEY

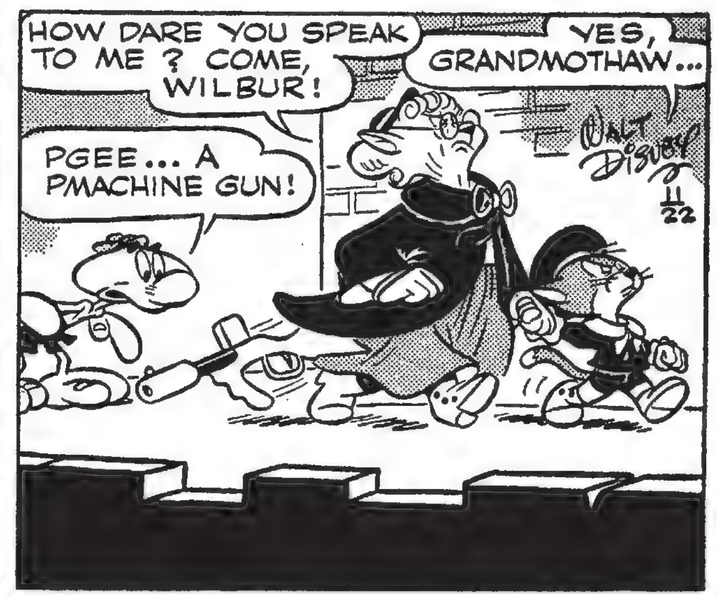

BUT WHY SHOULD THE TATTOOED MAN TRY TO BLOW US UP WITH THAT WATCH BOMB?
PSEARCH ME!

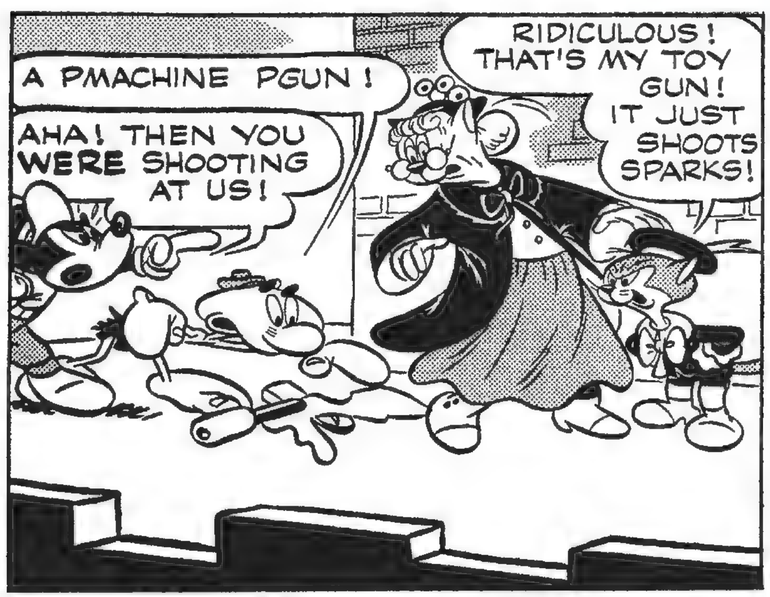
MAYBE IT WAS JUST AN ACCIDENT! I DON'T THINK ANYONE WANTS TO KILL US!
ERF! ERF!
PWELL...


DO YOU HEAR A PFUNNY NOISE?
NO... BUT I FEEL A DRAFT! LET'S GET HOME!
BLIP! BLIP! BLIP! BLIP!
SHUSHO SILENCER
ERF! ERF!
WALT DISNEY
11-21

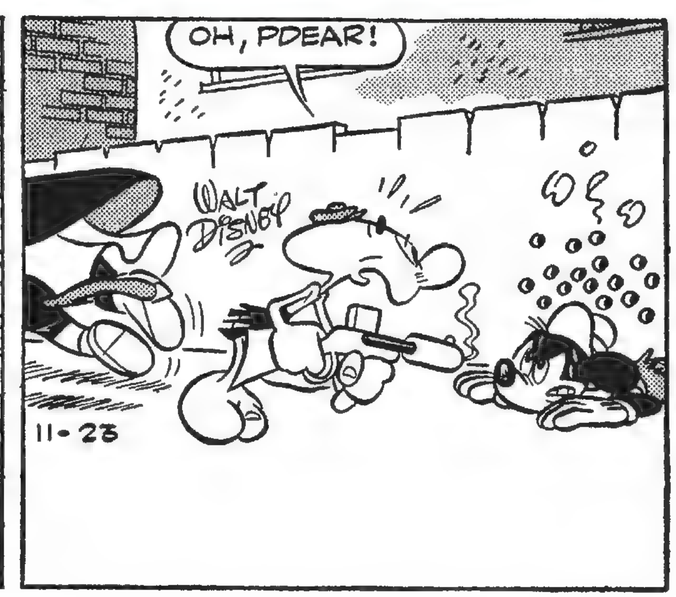

GOSH! SOMEONE'S BEEN SHOOTING AT US!
PLOOK! PFLIP'S GOT SOMEONE PSPOTTED!

HEY, DID YOU..? GEE, IT'S ONLY AN OLD LADY AND A LITTLE BOY!
PQUIET, PFLIP!
ERF! ERF!


HOW DARE YOU SPEAK TO ME ? COME, WILBUR!
YES, GRANDMOTHAW...
PGEE... A PMACHINE GUN!
WALT DISNEY
11/22


A PMACHINE PGUN!
AHA! THEN YOU WERE SHOOTING AT US!
RIDICULOUS! THAT'S MY TOY GUN! IT JUST SHOOTS SPARKS!

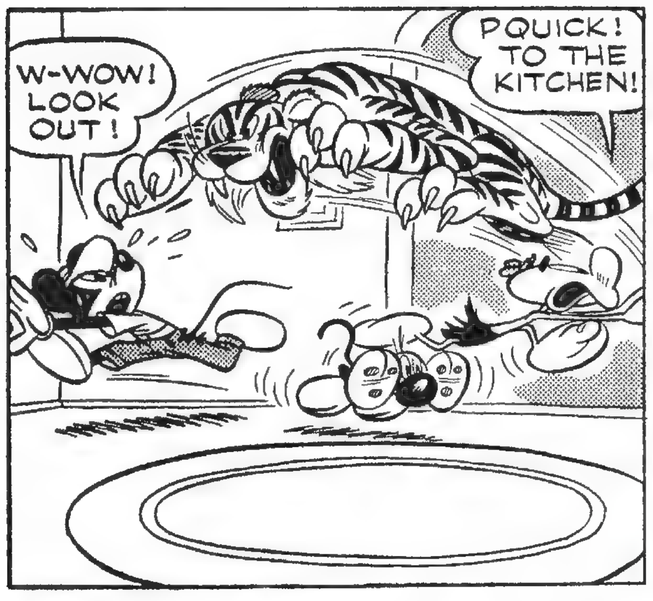
IT'S HARMLESS! TRY IT ON YOUR FRIEND AND SEE FOR YOURSELF!
POKAY!
BLIP! BLIP! BLIP!
HEY!


OH, PDEAR!
WALT DISNEY
11-23

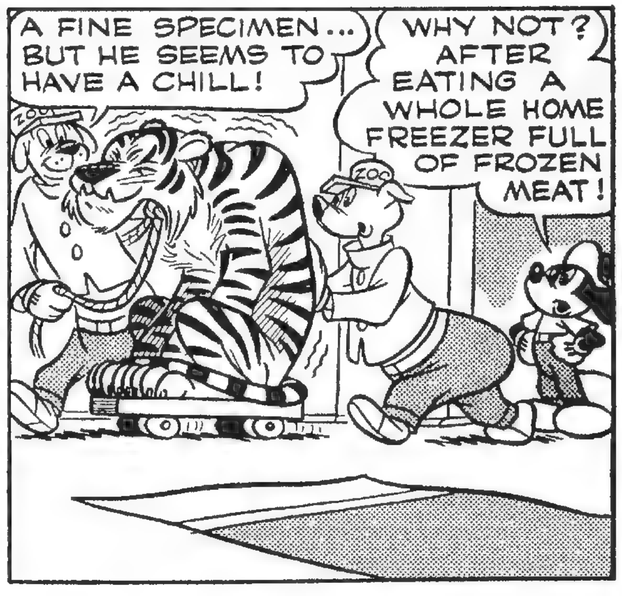
SORRY, MICKEE... .. I DIDN'T KNOW IT WAS A REAL MACHINE GUN!
THAT OLD LADY AND LITTLE BOY WERE TRYING TO KILL US!

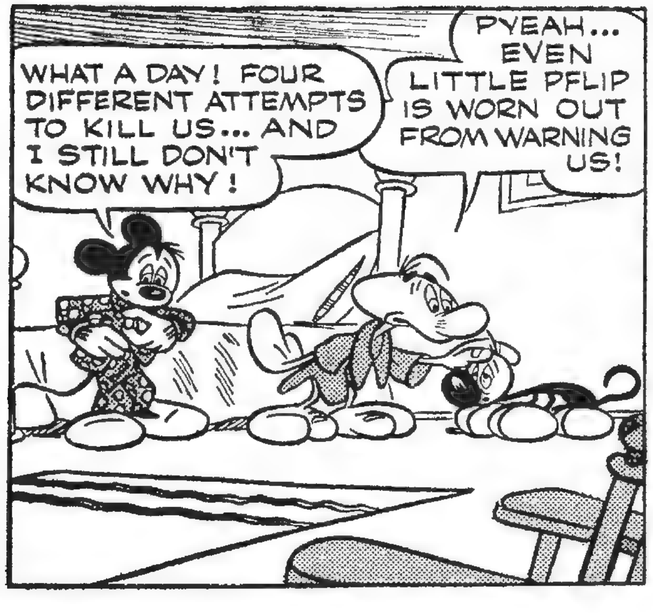
PBUT PWHY?
I ONLY HOPE WE STAY ALIVE LONG ENOUGH TO FIND OUT!

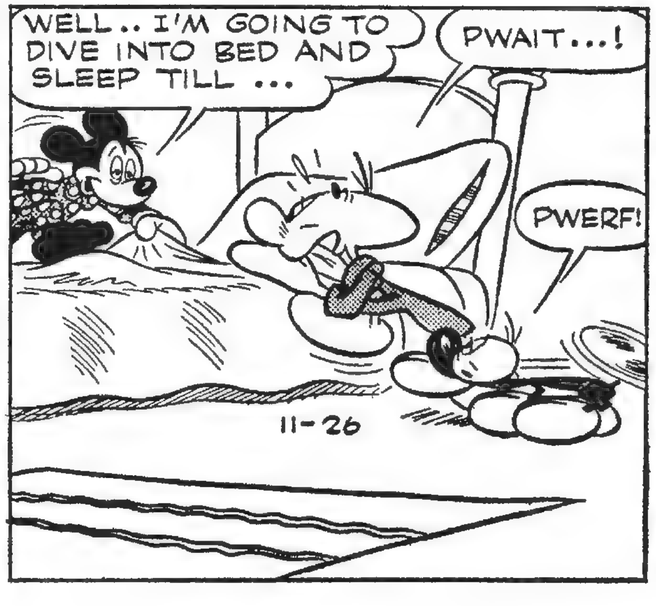
WELL... WE'RE SAFE NOW!
CLICK!
SNAP!
PYEAH... IT'S GOOD TO BE PHOME!
WALT DISNEY
11-24

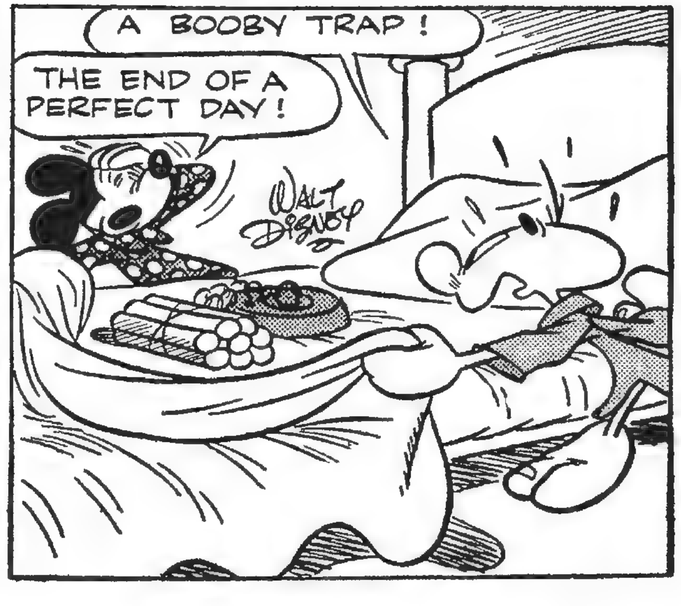

W-WOW! LOOK OUT!
PQUICK! TO THE KITCHEN!

A TIGER! A BIG, STRIPED ONE! COME, QUICK!
PNICE KITTY! PNICE KITTY!
HOME FREEZER
WALT DISNEY
11-25


A FINE SPECIMEN... BUT HE SEEMS TO HAVE A CHILL!
WHY NOT? AFTER EATING A WHOLE HOME FREEZER FULL OF FROZEN MEAT!

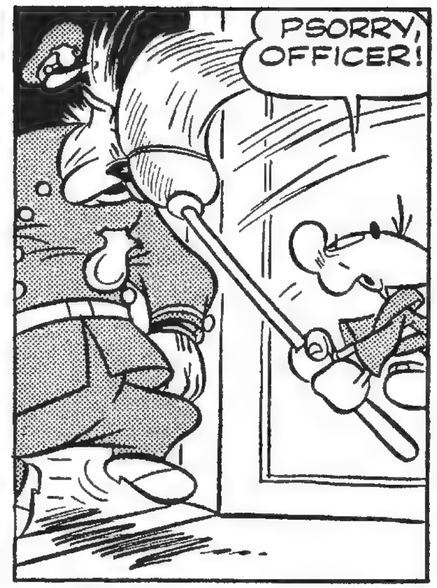

WHAT A DAY! FOUR DIFFERENT ATTEMPTS TO KILL US... AND I STILL DON'T KNOW WHY!
PYEAH... EVEN LITTLE PFLIP IS WORN OUT FROM WARNING US!

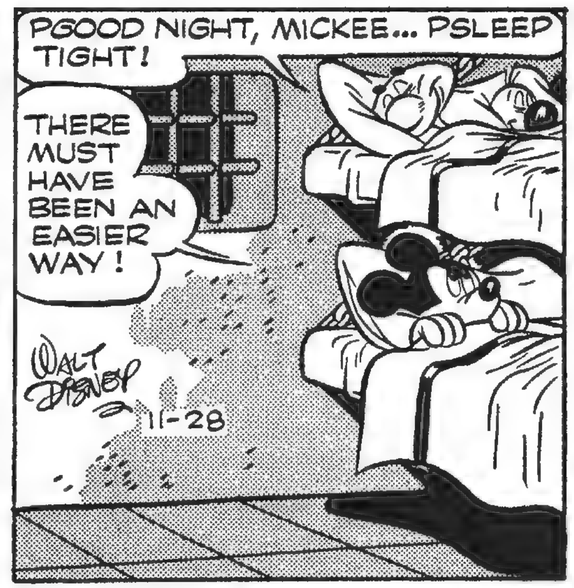

WELL.. I'M GOING TO DIVE INTO BED AND SLEEP TILL ...
PWAIT...!
PWERF!
11-26

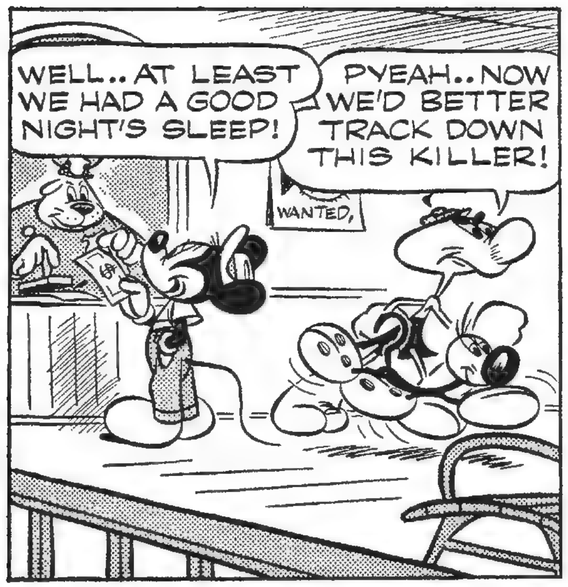

A BOOBY TRAP!
THE END OF A PERFECT DAY!
WALT DISNEY

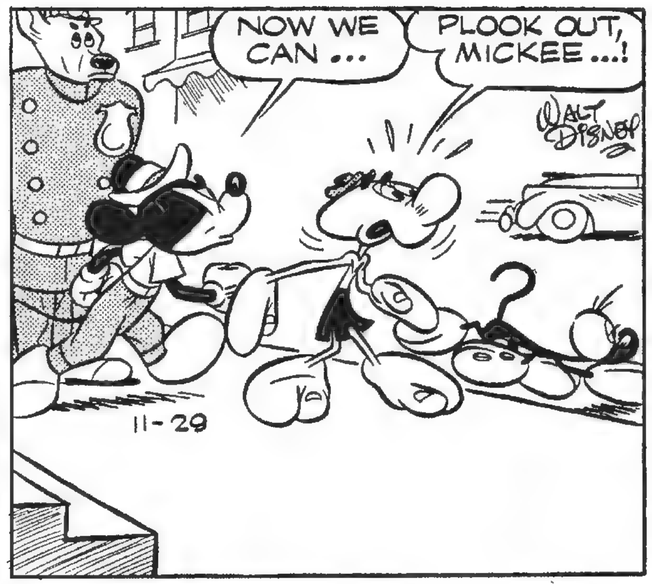
HOW WILL WE EVER GET ANY SLEEP... WITH SOME MYSTERIOUS PERSON TRYING TO GET US?
PYES...ONE OF YOUR BIGGEST POLICEMEN! PRIGHT AWAY!

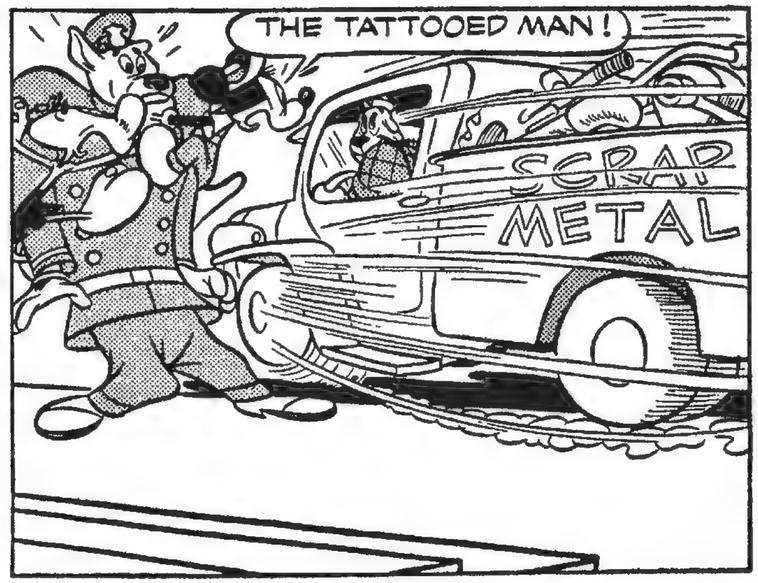
YOU SENT FOR ME?
PTHAT'S RIGHT!

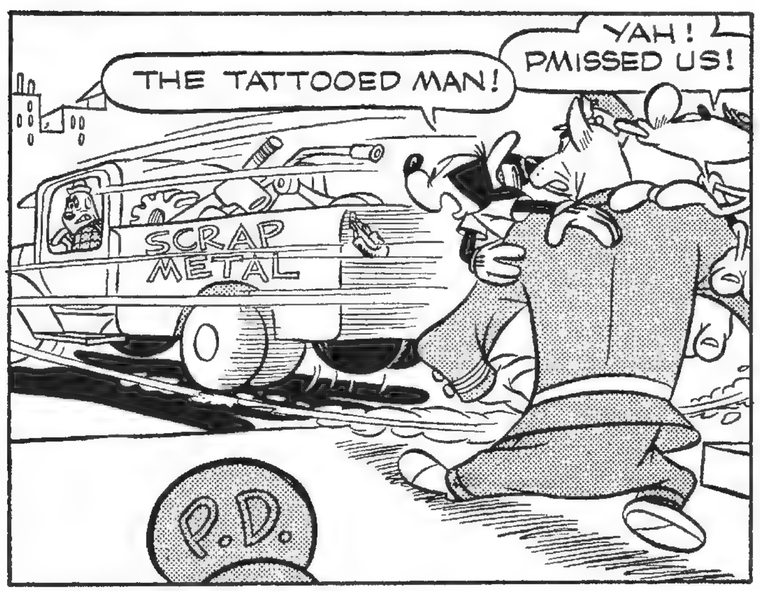

PSORRY, OFFICER!


PGOOD NIGHT, MICKEE... PSLEEP TIGHT!
THERE MUST HAVE BEEN AN EASIER WAY!
WALT DISNEY
11-28

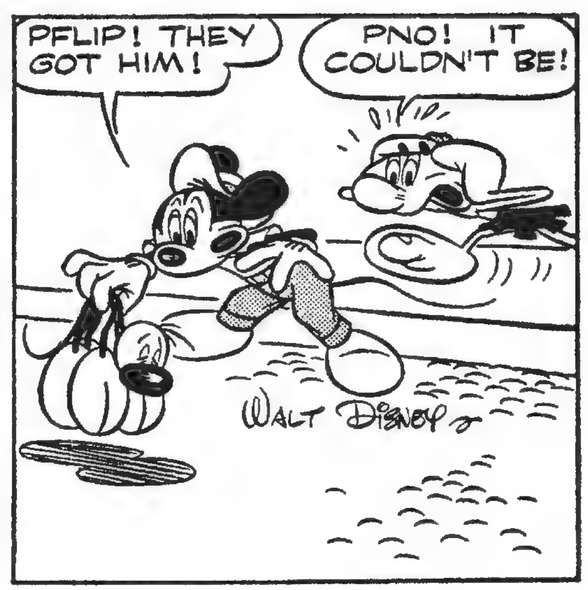

WELL.. AT LEAST WE HAD A GOOD NIGHT'S SLEEP!
PYEAH.. NOW WE'D BETTER TRACK DOWN THIS KILLER!
WANTED,

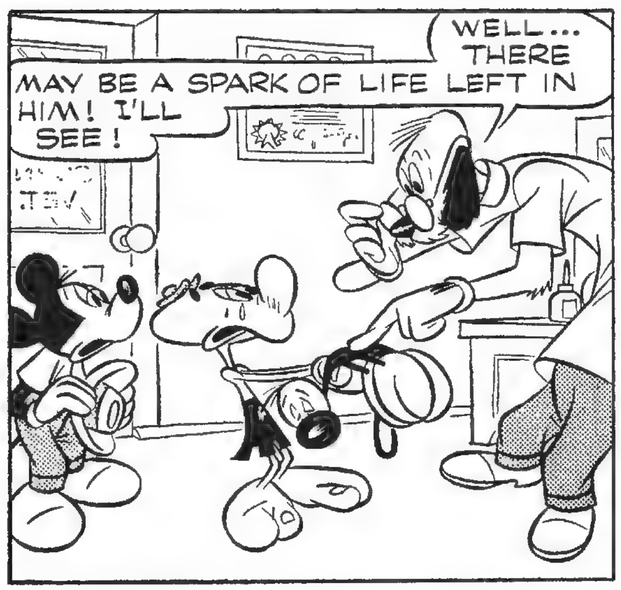

NOW WE CAN...
PLOOK OUT, MICKEE...!
WALT DISNEY
11-29

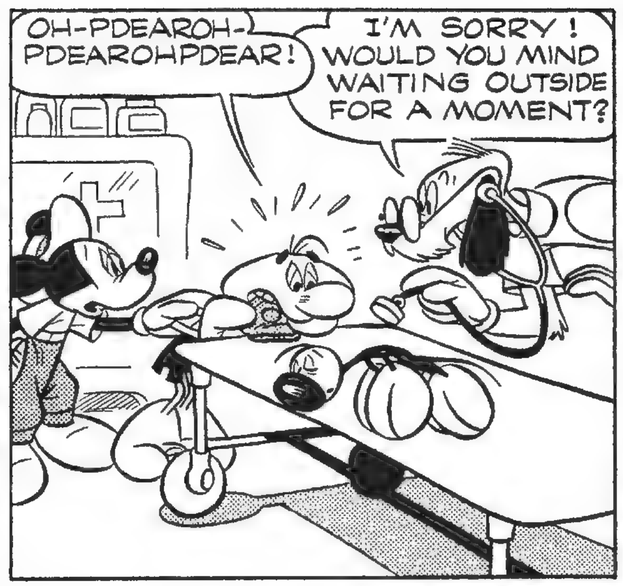

THE TATTOOED MAN!
SCRAP METAL

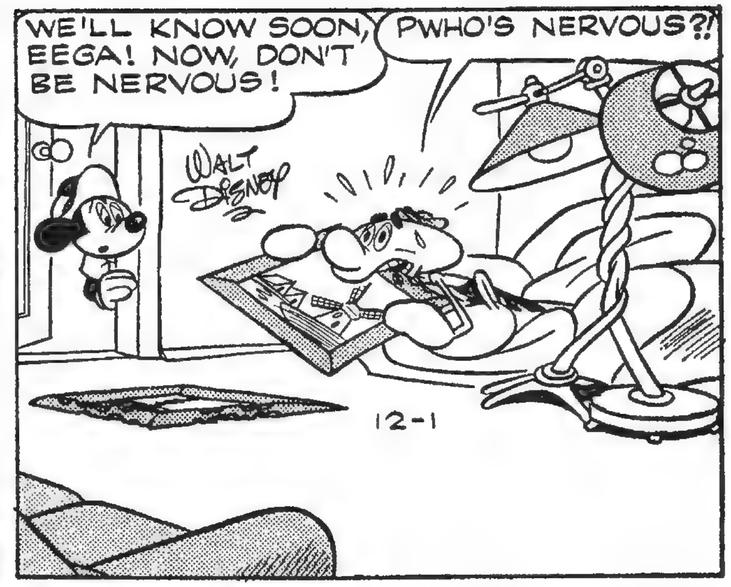

THE TATTOOED MAN!
YAH! PMISSED US!
SCRAP METAL
P.D.

PFOOLED HIM AGAIN!
PFLIP! WHERE IS HE?
11-30

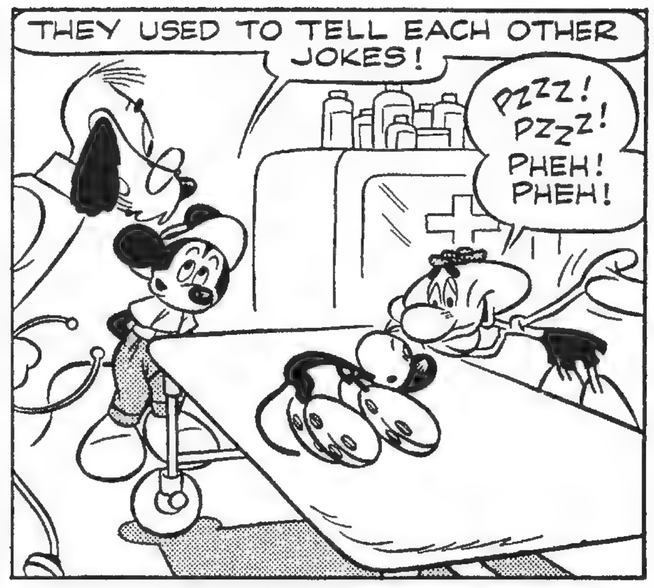

PFLIP! THEY GOT HIM!
PNO! IT COULDN'T BE!
WALT DISNEY

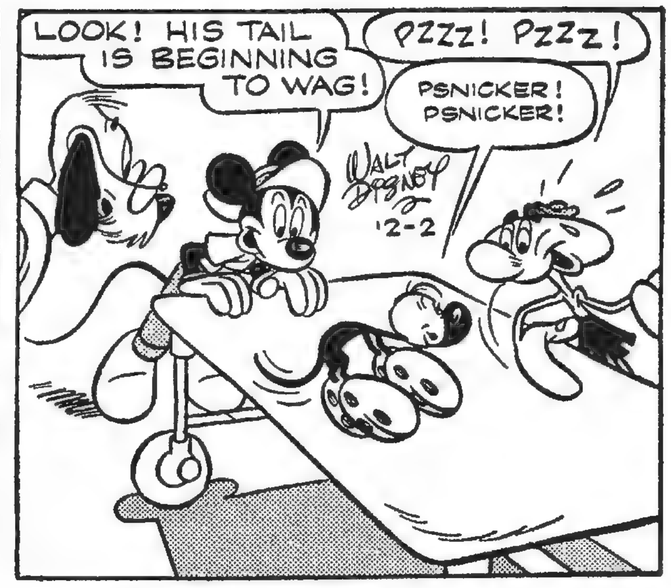

WELL... THERE MAY BE A SPARK OF LIFE LEFT IN HIM! I'LL SEE!

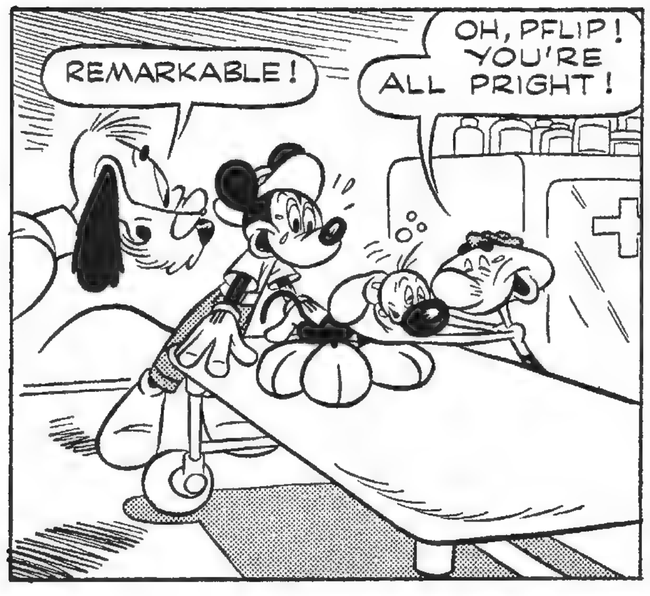

OH-PDEAROH-PDEAROHPDEAR!
I'M SORRY! WOULD YOU MIND WAITING OUTSIDE FOR A MOMENT?


WE'LL KNOW SOON, EEGA! NOW, DON'T BE NERVOUS!
PWHO'S NERVOUS?!
WALT DISNEY
12-1

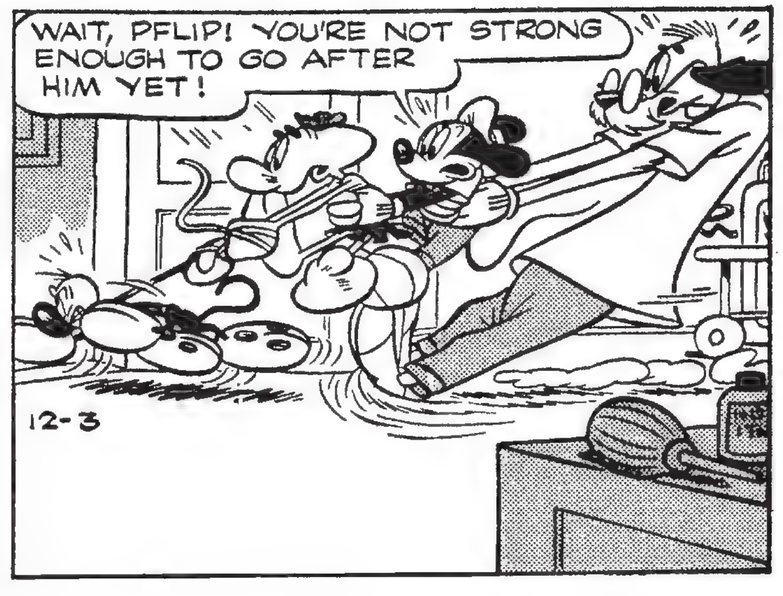
NO USE! I'M AFRAID THE LITTLE FELLOW'S...
PNO! PNO! LET ME TRY!

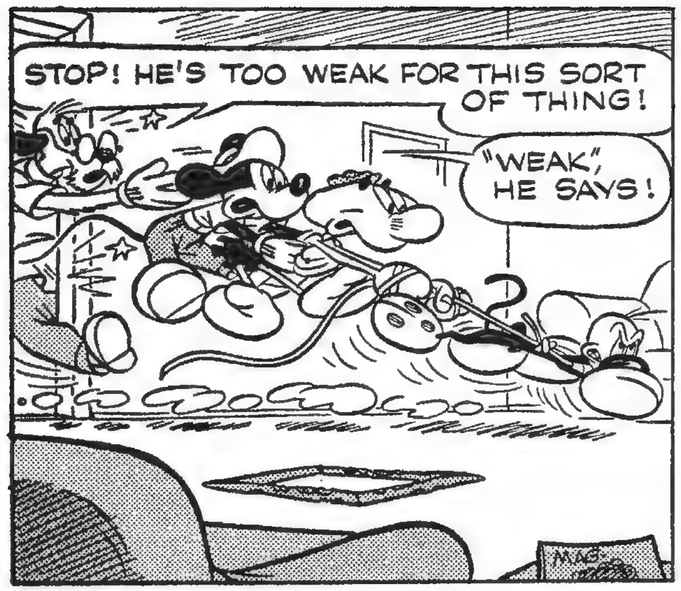

THEY USED TO TELL EACH OTHER JOKES!
PZZZ! PZZZ! PHEH! PHEH!

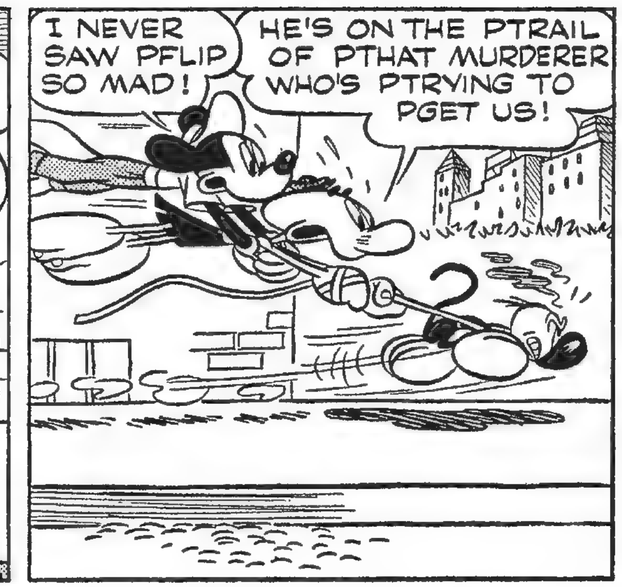

LOOK! HIS TAIL IS BEGINNING TO WAG!
PZZZ! PZZZ!
PSNICKER! PSNICKER!
WALT DISNEY
12-2


REMARKABLE!
OH, PFLIP! YOU'RE ALL PRIGHT!

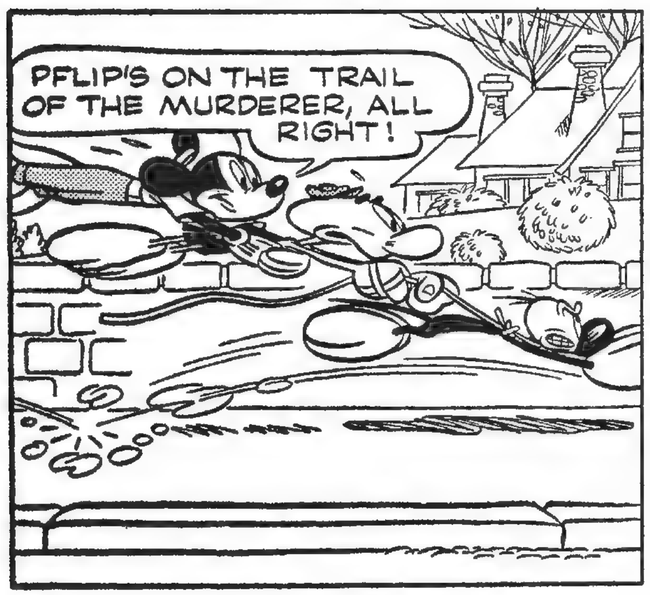
DON'T PWORRY, PFLIP! WE'LL GET THAT MAN WHO TRIED TO GET YOU!
PGRRR!
WALT DISNEY


WAIT, PFLIP! YOU'RE NOT STRONG ENOUGH TO GO AFTER HIM YET!
12-3


STOP! HE'S TOO WEAK FOR THIS SORT OF THING!
"WEAK", HE SAYS!


I NEVER SAW PFLIP SO MAD!
HE'S ON THE PTRAIL OF PTHAT MURDERER WHO'S PTRYING TO PGET US!

PHOW DO!
MINNIE, BETTER NOT EXPECT ME FOR DINNER TONIGHT!
WALT DISNEY
12-5


PFLIP'S ON THE TRAIL OF THE MURDERER, ALL RIGHT!

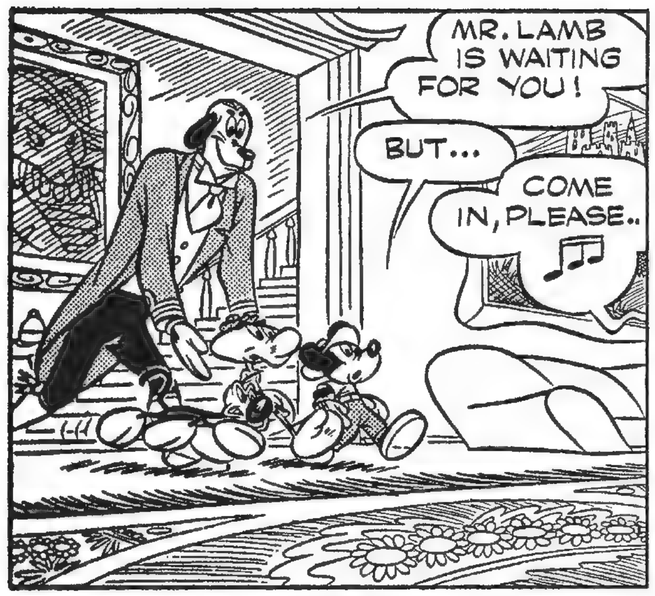
ARE YOU SURE, PFLIP?
PFUNNY PLACE FOR A MURDERER TO LIVE!

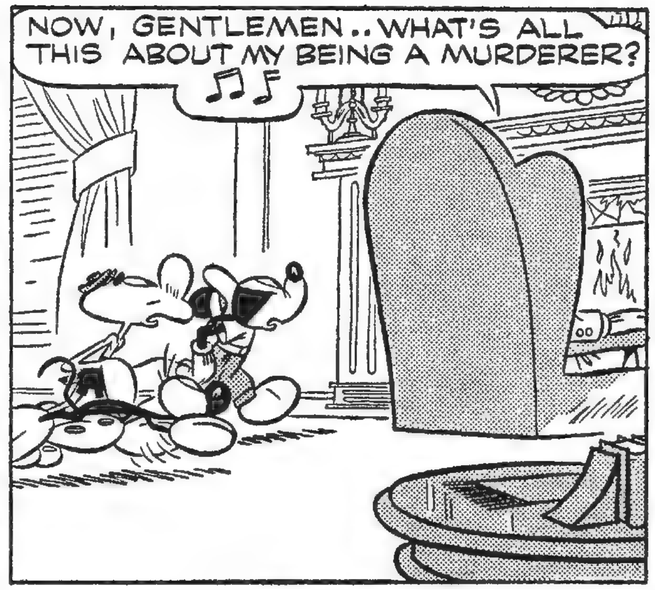
GOSH.. THIS IS THE HOME OF LUCIUS LAMB.. THE FAMOUS MILLIONAIRE PHILANTHROPIST!
WALT DISNEY
12-6

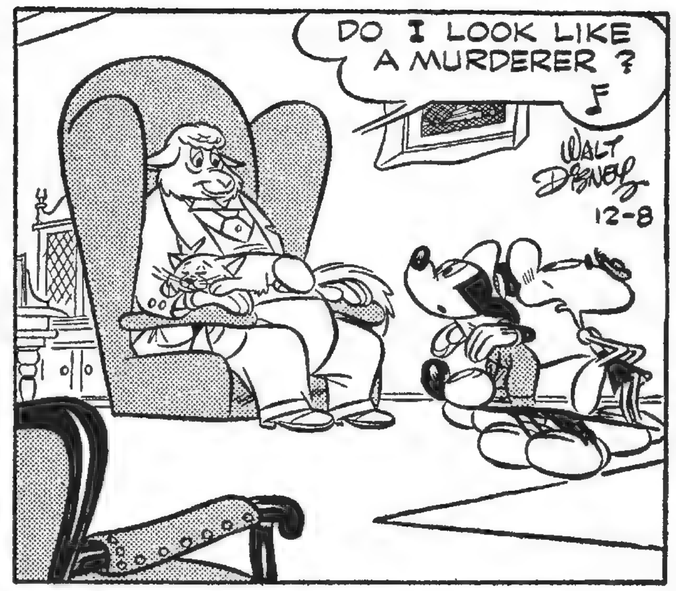
THAT'S LUCIUS LAMB.. THE PHILANTHROPIST! HE GIVES AWAY MILLIONS TO POOR PEOPLE!
HE CAN'T BE THE MURDERER!

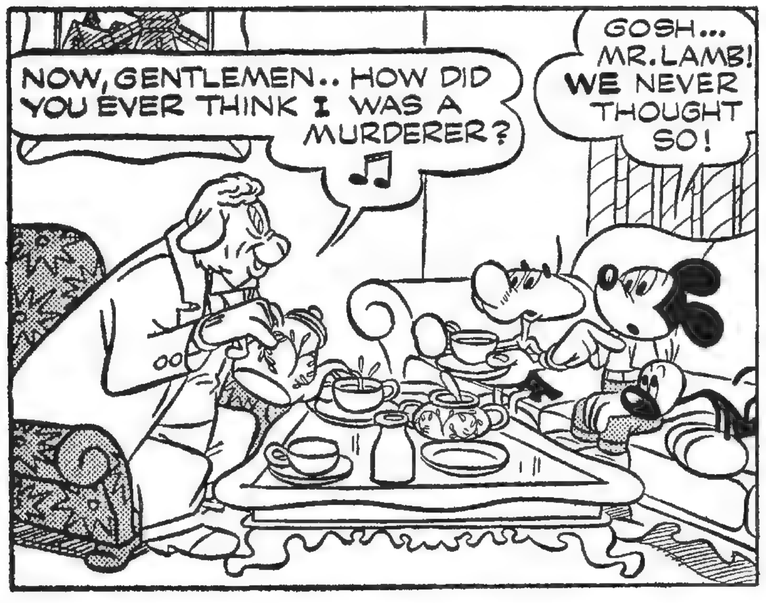
MR. LAMB'S COMPLIMENTS, SIRS.. AND WOULD YOU HAVE THE KINDNESS TO TAKE TEA WITH HIM?
WELL...?

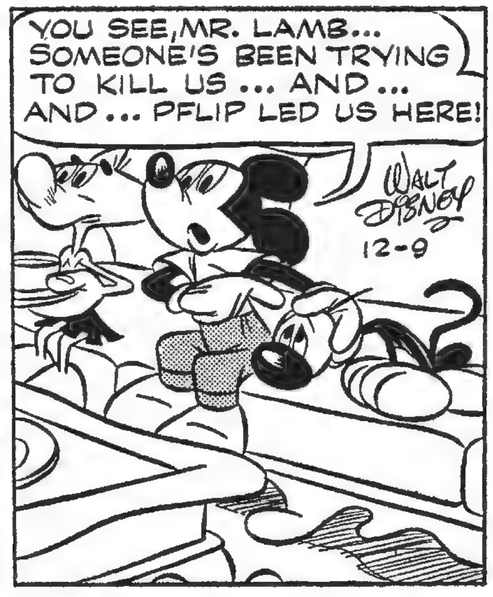
OH, THANK YOU! MR. LAMB WILL BE SO PLEASED!
HEY, WAIT... WE HAVEN'T ACCEPTED YET!
WALT DISNEY
12-7

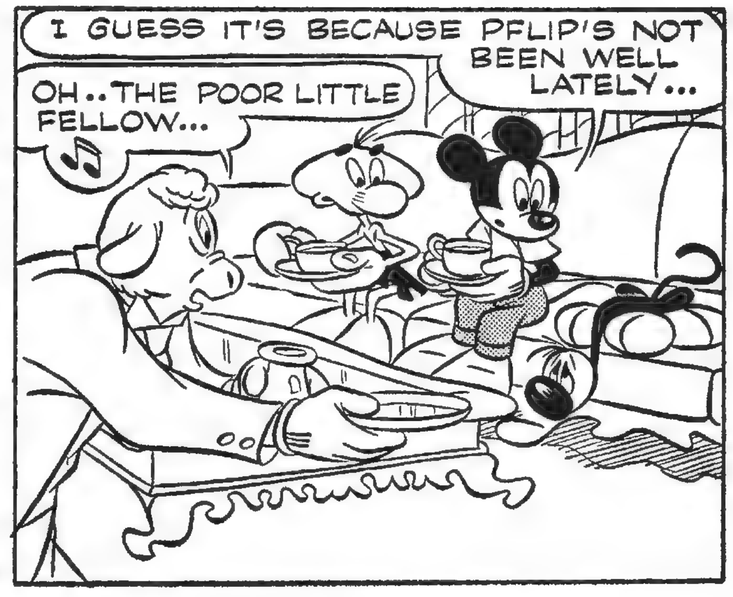

MR. LAMB IS WAITING FOR YOU!
BUT...
COME IN, PLEASE..


NOW, GENTLEMEN.. WHAT'S ALL THIS ABOUT MY BEING A MURDERER?

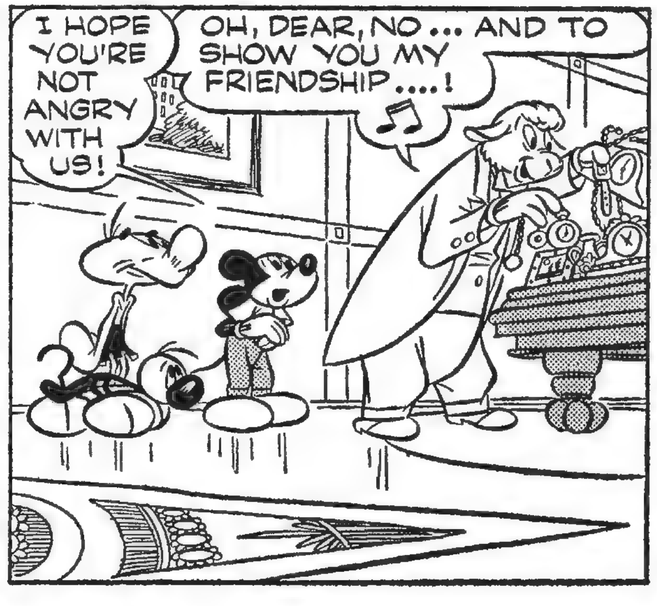

DO I LOOK LIKE A MURDERER ?
WALT DISNEY
12-8

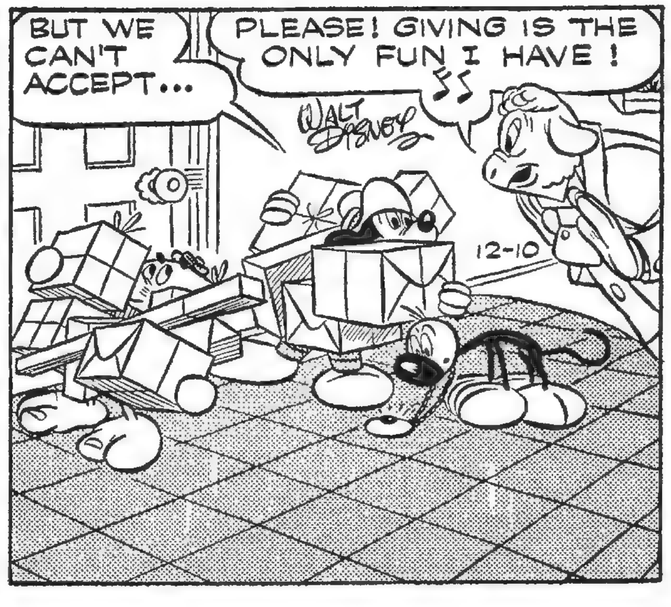

NOW, GENTLEMEN.. HOW DID YOU EVER THINK I WAS A MURDERER?
GOSH... MR. LAMB! WE NEVER THOUGHT SO!

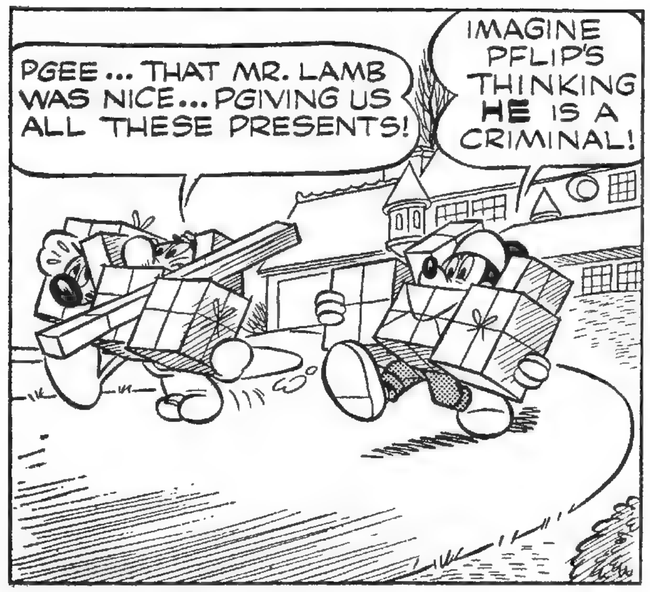

YOU SEE, MR. LAMB... SOMEONE'S BEEN TRYING TO KILL US ... AND... AND ... PFLIP LED US HERE!
WALT DISNEY
12-9


I GUESS IT'S BECAUSE PFLIP'S NOT BEEN WELL LATELY...
OH.. THE POOR LITTLE FELLOW...

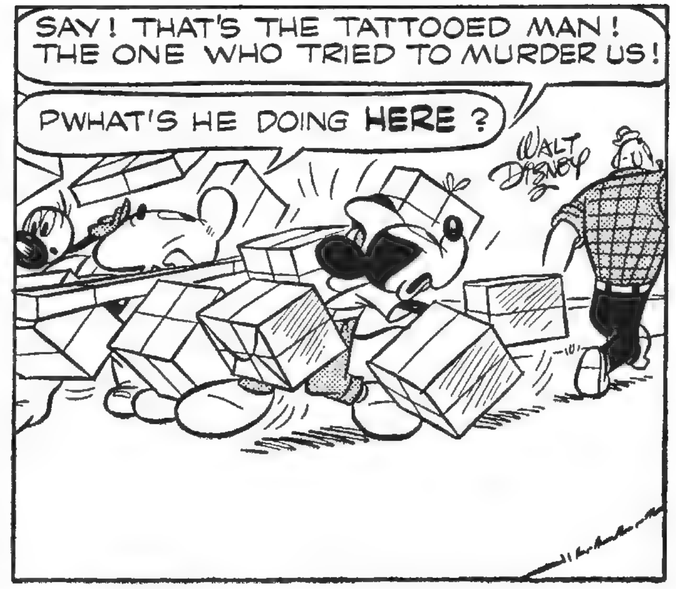
WE KNOW YOU COULDN'T BE A MURDERER, MR. LAMB ... YOU'VE GIVEN AWAY MILLIONS...
I DO WHAT LITTLE I CAN!
LUCIUS LAMB ORPHANAGE
LUCIUS LAMB CHILDREN'S HOSPITAL


I HOPE YOU'RE NOT ANGRY WITH US!
OH, DEAR, NO... AND TO SHOW YOU MY FRIENDSHIP....!


BUT WE CAN'T ACCEPT...
PLEASE! GIVING IS THE ONLY FUN I HAVE!
WALT DISNEY
12-10

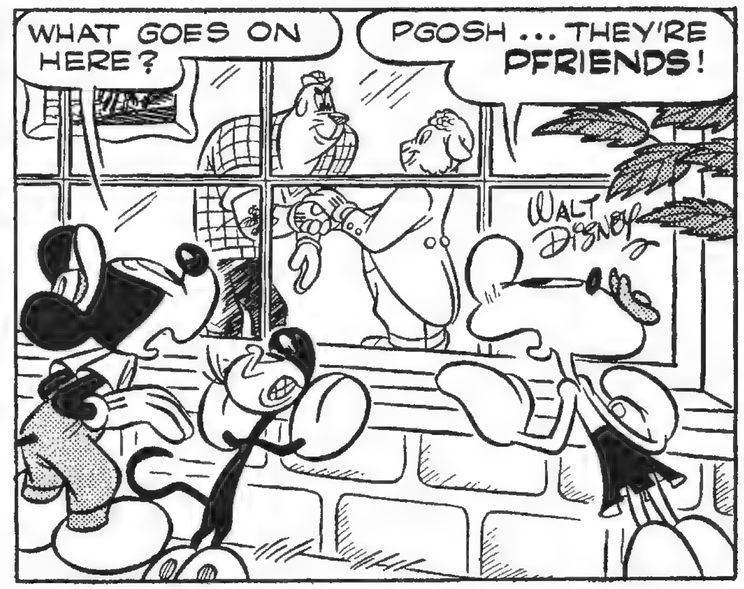

PGEE... THAT MR. LAMB WAS NICE... PGIVING US ALL THESE PRESENTS!
IMAGINE PFLIP'S THINKING HE IS A CRIMINAL!

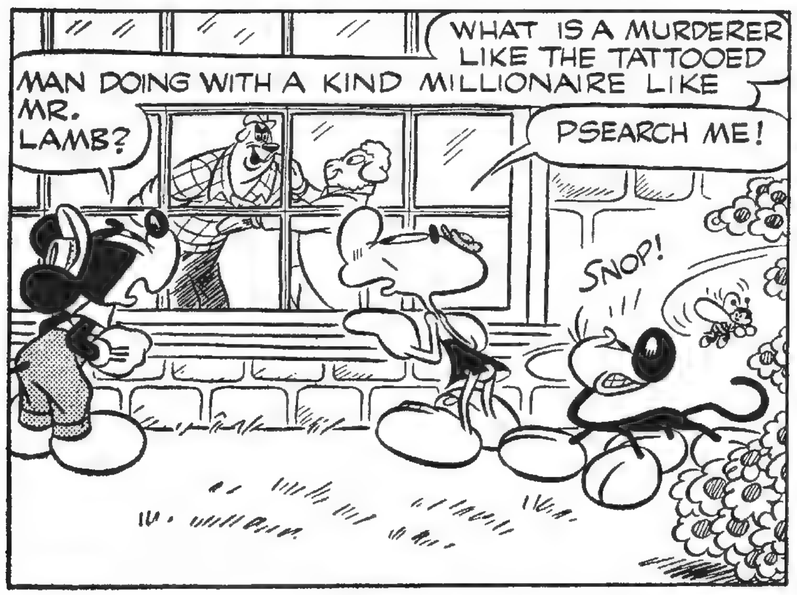
PHOW DO!
HELLO!
12-12

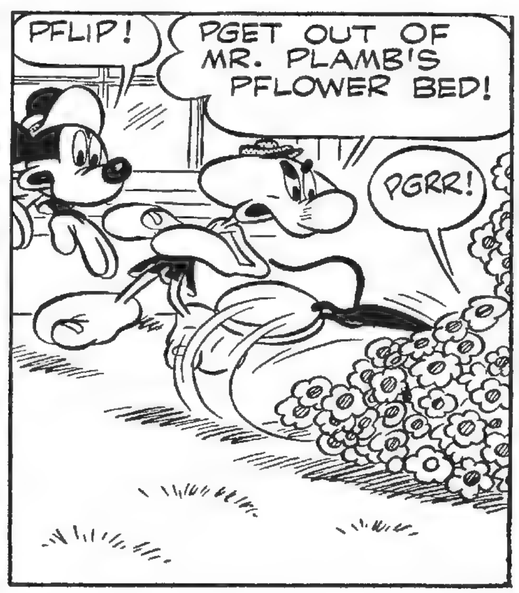

SAY! THAT'S THE TATTOOED MAN! THE ONE WHO TRIED TO MURDER US!
PWHAT'S HE DOING HERE?
WALT DISNEY

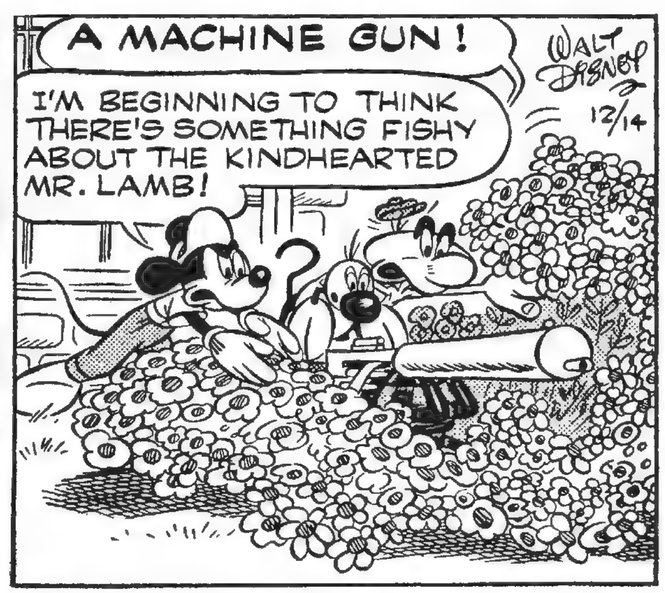
THE TATTOOED MAN!
PGRR!
WHAT'S HE DOING AROUND MR. LAMB'S HOUSE?
12-13

PMAYBE HE'S GOING TO GET THAT NICE MR. PLAMB!
WE'D BETTER WARN HIM!


WHAT GOES ON HERE?
PGOSH... THEY'RE PFRIENDS!
WALT DISNEY

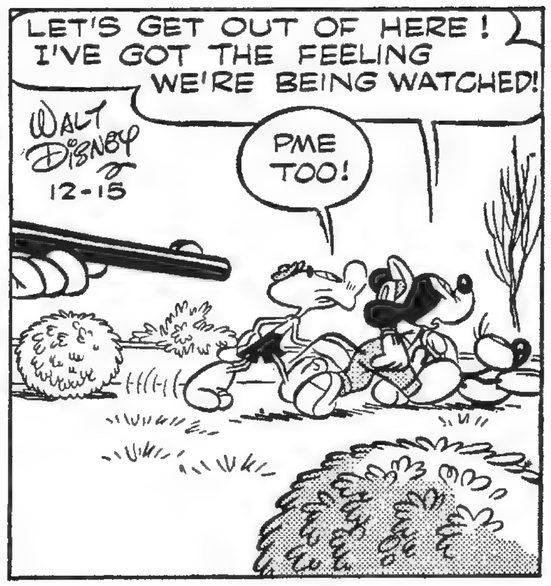

WHAT IS A MURDERER LIKE THE TATTOOED MAN DOING WITH A KIND MILLIONAIRE LIKE MR. LAMB?
PSEARCH ME!
SNOP!

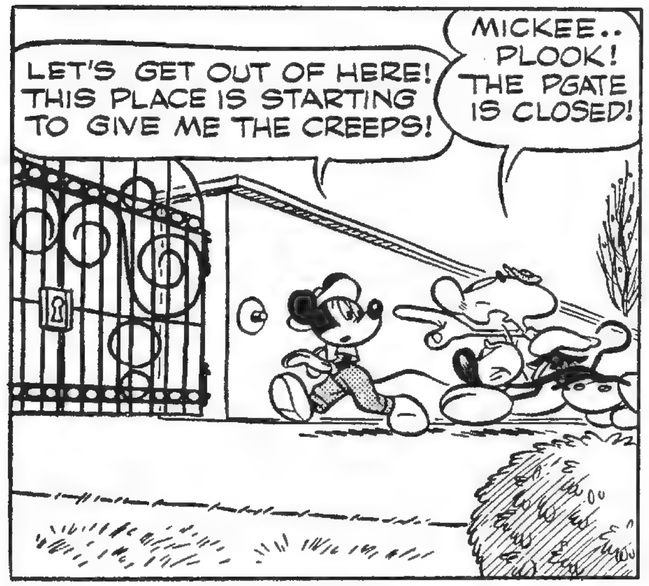

PFLIP!
PGET OUT OF MR. PLAMB'S PFLOWER BED!
PGRR!

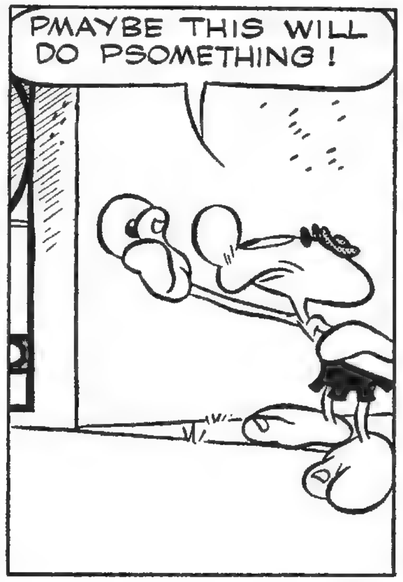

A MACHINE GUN!
I'M BEGINNING TO THINK THERE'S SOMETHING FISHY ABOUT THE KINDHEARTED MR. LAMB!
WALT DISNEY
12/14

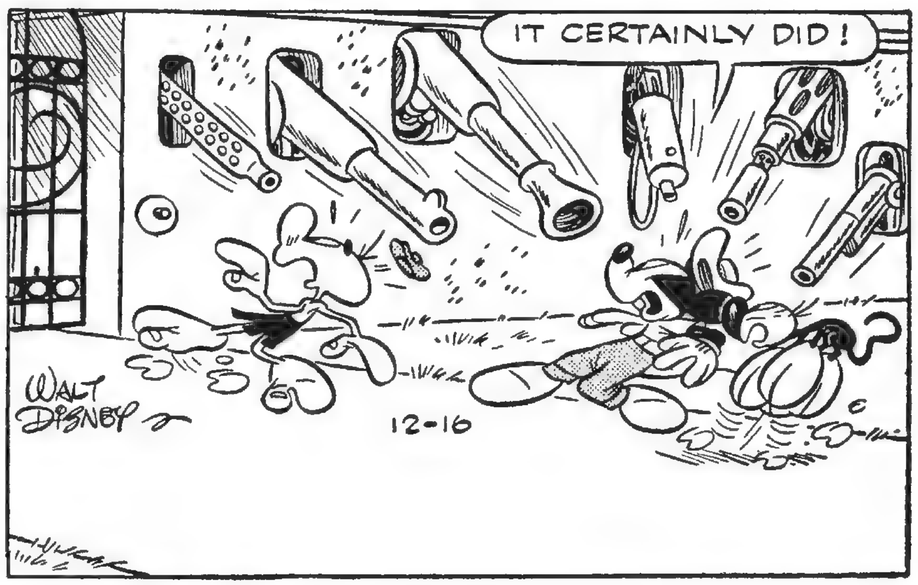
THERE'S SOMETHING PECULIAR ABOUT MR. LAMB... EVEN IF HE DOES GIVE AWAY MILLIONS!
PMAYBE PFLIP WAS RIGHT, AFTER ALL!

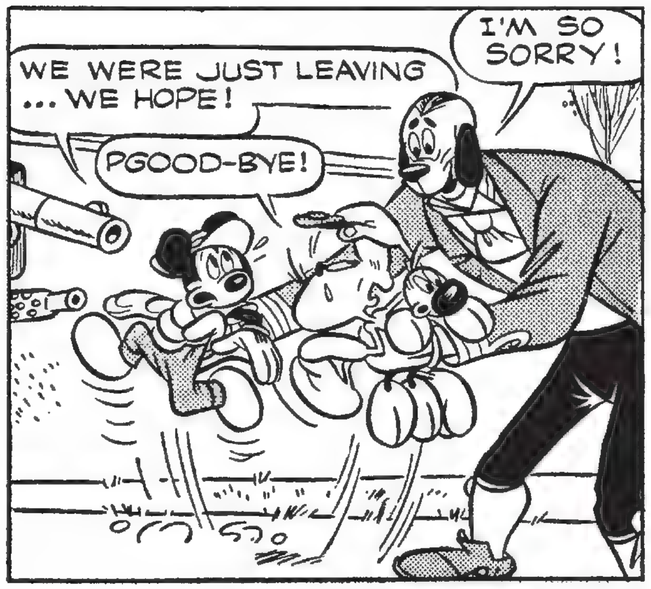
AND WHAT'S THAT MURDEROUS TATTOOED MAN HANGING AROUND HERE FOR?

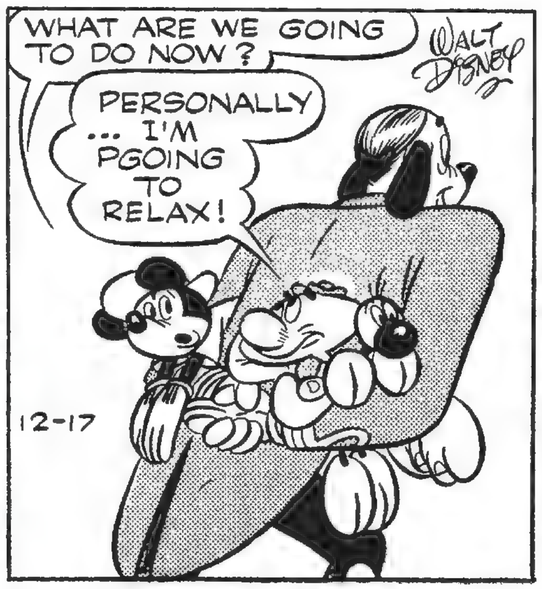

LET'S GET OUT OF HERE! I'VE GOT THE FEELING WE'RE BEING WATCHED!
PME TOO!
WALT DISNEY
12-15


LET'S GET OUT OF HERE! THIS PLACE IS STARTING TO GIVE ME THE CREEPS!
MICKEE.. PLOOK! THE PGATE IS CLOSED!

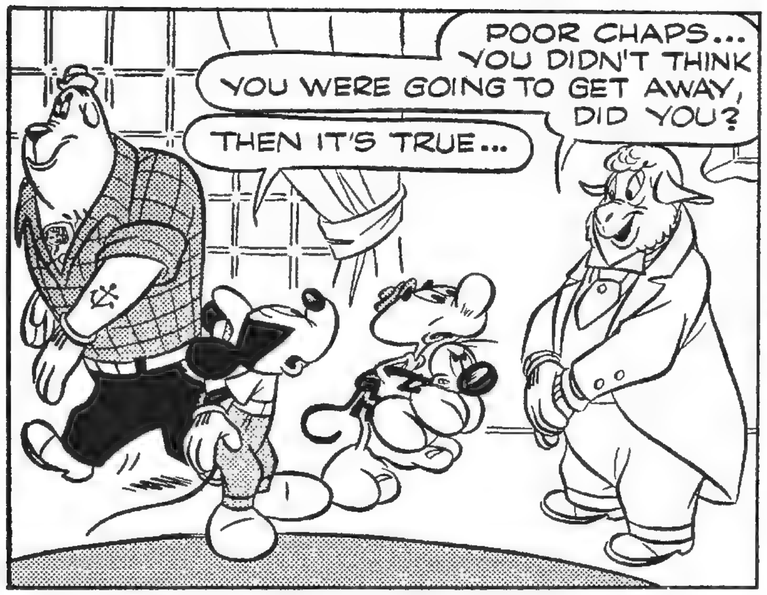

PMAYBE THIS WILL DO PSOMETHING!

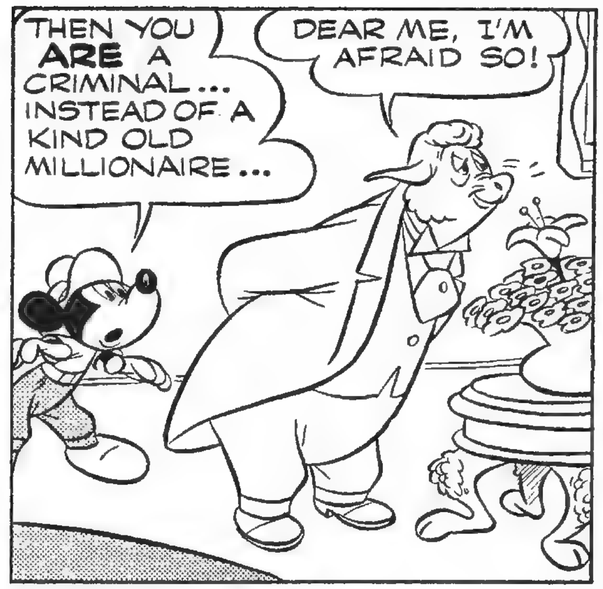

IT CERTAINLY DID!
WALT DISNEY
12-16


WE WERE JUST LEAVING ... WE HOPE!
I'M SO SORRY!
PGOOD-BYE!

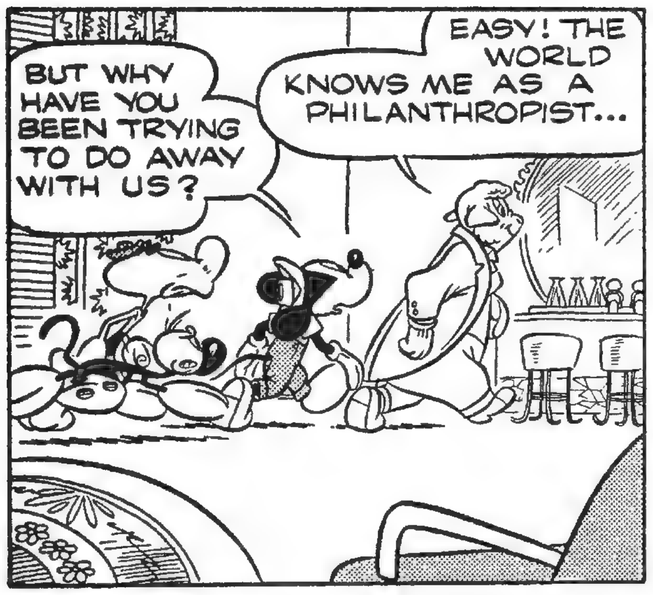

WHAT ARE WE GOING TO DO NOW?
PERSONALLY ... I'M PGOING TO RELAX!
WALT DISNEY
12-17

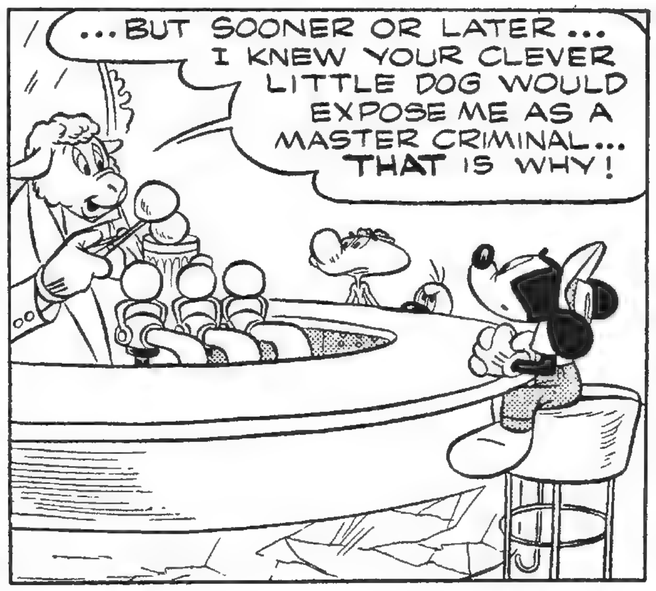
WHAT'S THE BIG IDEA, MR. LAMB?
MY GOODNESS, GENTLEMEN ... YOU DIDN'T THINK YOU WERE GOING TO GET AWAY, DID YOU?


POOR CHAPS... YOU DIDN'T THINK YOU WERE GOING TO GET AWAY, DID YOU?
THEN IT'S TRUE...


THEN YOU ARE A CRIMINAL... INSTEAD OF A KIND OLD MILLIONAIRE...
DEAR ME, I'M AFRAID SO!

AND PFLIP WAS RIGHT WHEN HE TRACKED YOU HERE!
YES...YOUR CLEVER LITTLE DOG KNEW ALL ALONG!
SNOD!
12-19

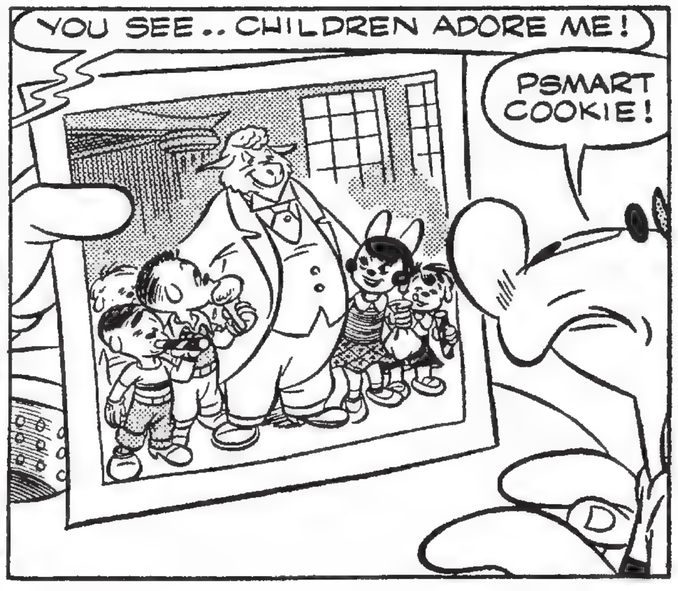

BUT WHY HAVE YOU BEEN TRYING TO DO AWAY WITH US?
EASY! THE WORLD KNOWS ME AS A PHILANTHROPIST...

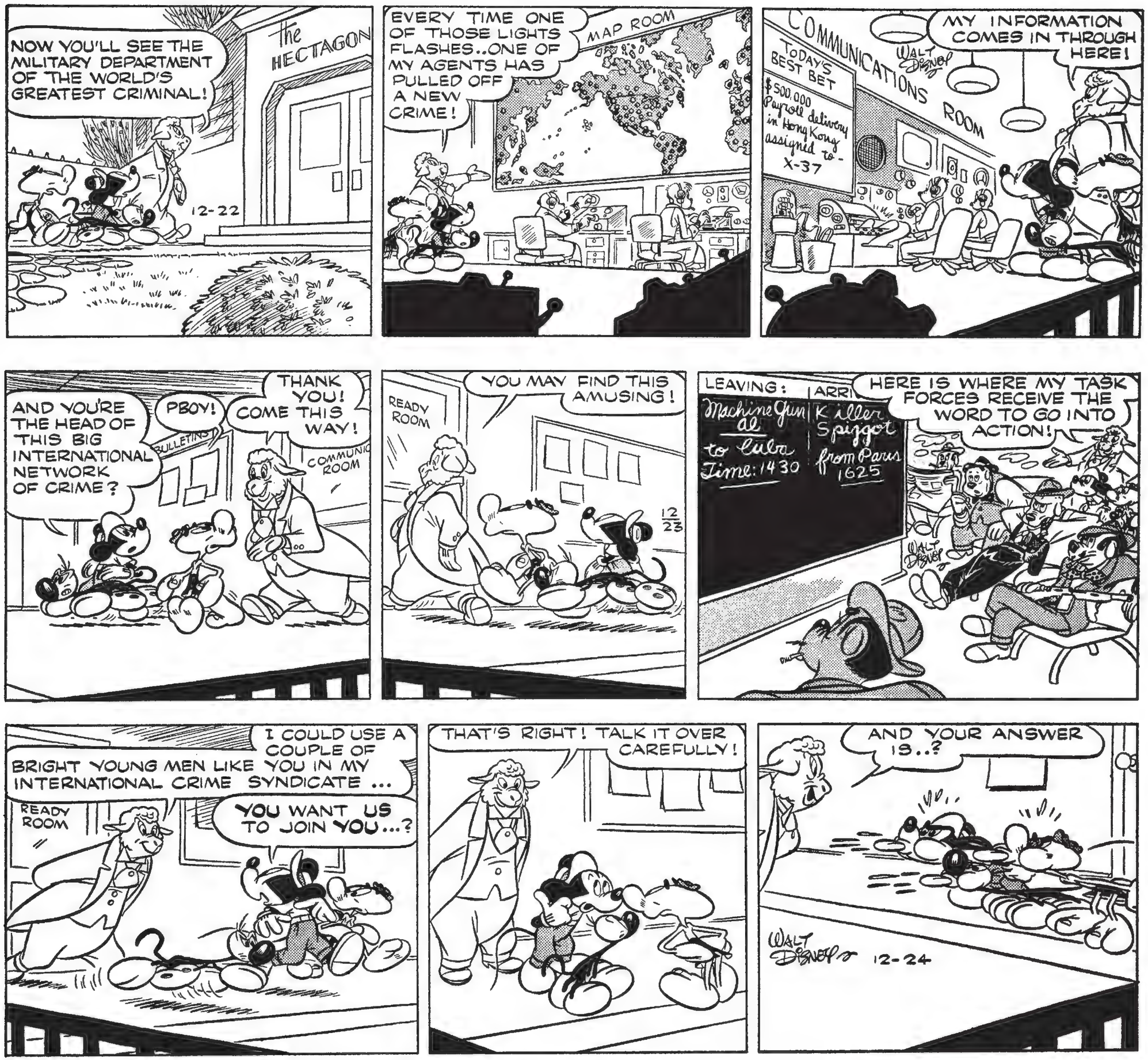

...BUT SOONER OR LATER... I KNEW YOUR CLEVER LITTLE DOG WOULD EXPOSE ME AS A MASTER CRIMINAL... THAT IS WHY!

CHOCOLATE?
ER ... THANKS!
ANY KUMQUAT SODAS?
12/20

BUT, MR. LAMB... WHY DOES A CRIMINAL LIKE YOU GIVE AWAY MILLIONS TO CHARITY...?
JUST A COVER-UP, MY BOY...
JUST A COVER-UP...

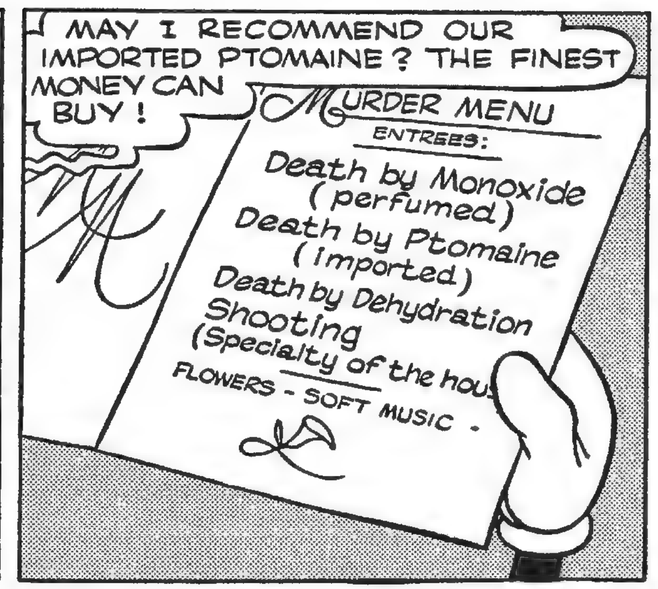
I GIVE AWAY ONE MILLION...AND STEAL FIFTY MILLION!
HERE'S THE ORPHANAGE PIX, BOSS!
12-21


YOU SEE.. CHILDREN ADORE ME!
PSMART COOKIE!


NOW YOU'LL SEE THE MILITARY DEPARTMENT OF THE WORLD'S GREATEST CRIMINAL!
The HECTAGON
12-22
EVERY TIME ONE OF THOSE LIGHTS FLASHES..ONE OF MY AGENTS HAS PULLED OFF A NEW CRIME!
MAP ROOM
COMMUNICATIONS ROOM
TODAY'S BEST BET
$500,000 Payroll delivery in Hong Kong assigned to - X-37
MY INFORMATION COMES IN THROUGH HERE!
AND YOU'RE THE HEAD OF THIS BIG INTERNATIONAL NETWORK OF CRIME?
PBOY!
BULLETINS
THANK YOU! COME THIS WAY!
COMMUNIC ROOM
READY ROOM
YOU MAY FIND THIS AMUSING!
12/23
LEAVING:
ARRI
Machine Gun al to Cuba Time: 1430
Killer Spiggot from Paris 1625
HERE IS WHERE MY TASK FORCES RECEIVE THE WORD TO GO INTO ACTION!
I COULD USE A COUPLE OF BRIGHT YOUNG MEN LIKE YOU IN MY INTERNATIONAL CRIME SYNDICATE ...
READY ROOM
YOU WANT US TO JOIN YOU...?
THAT'S RIGHT! TALK IT OVER CAREFULLY!
AND YOUR ANSWER IS..?
12-24

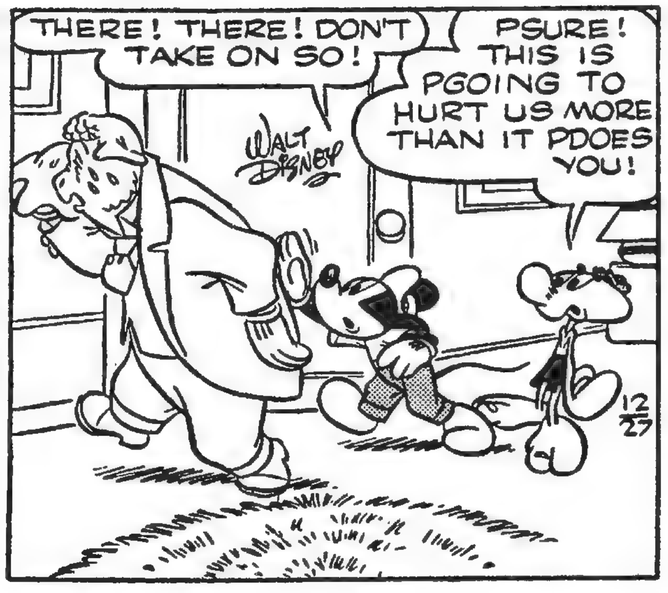
DEAR ME...SINCE YOU WON'T JOIN ME, I SHALL HAVE TO .. ER .. DISPOSE OF YOU!
AND HOW ARE YOU..ER.. GOING TO DISPOSE OF US?

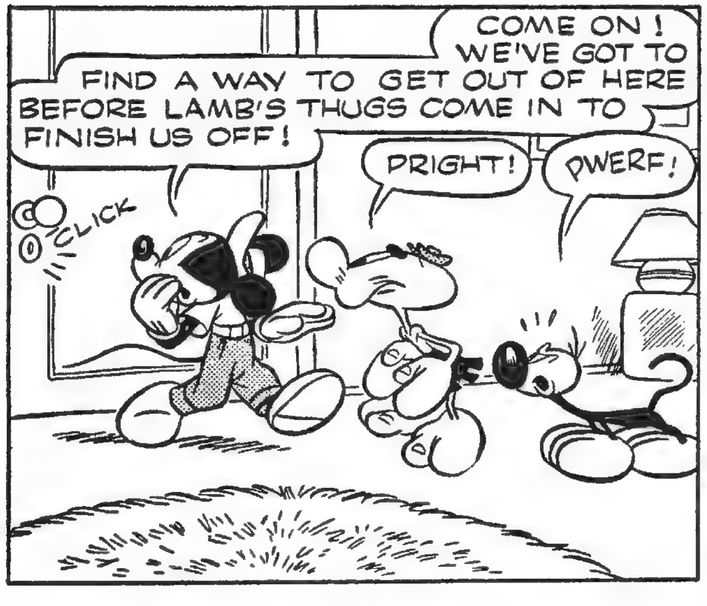
OH ...WE HAVE SEVERAL INTERESTING METHODS! SELECT YOUR OWN!
WELL.. THANKS!
MURDER MENU
12-26

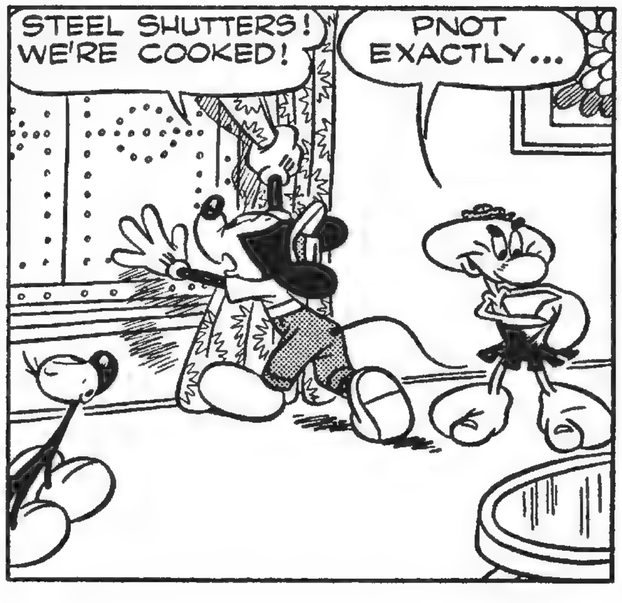

MAY I RECOMMEND OUR IMPORTED PTOMAINE? THE FINEST MONEY CAN BUY!
MURDER MENU
ENTREES:
Death by Monoxide (perfumed)
Death by Ptomaine (imported)
Death by Dehydration
Shooting (Specialty of the hou
FLOWERS - SOFT MUSIC -

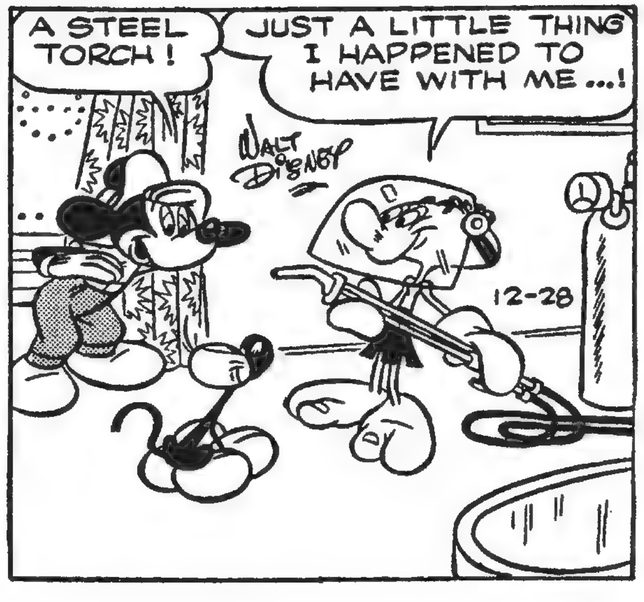
NO, THANKS.. IF YOU'RE GOING TO DO AWAY WITH US, WE DON'T WANT TO KNOW HOW YOU'RE DOING IT!
VERY WELL!
PYEAH! PSURPRISE US!
MURDER Menu

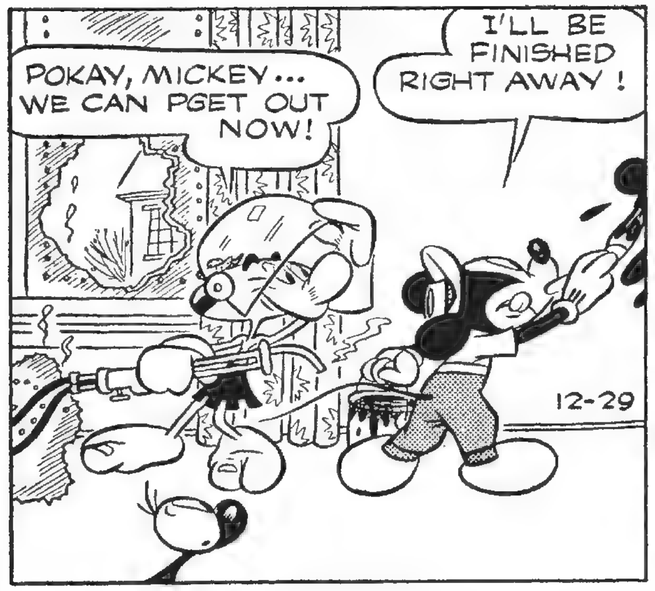
I'M SORRY! I SHOULD HAVE LOVED SO MUCH TO HAVE YOU IN MY CRIME ORGANIZATION!
MURDER Menu


THERE! THERE! DON'T TAKE ON SO!
PSURE! THIS IS PGOING TO HURT US MORE THAN IT PDOES YOU!
12/27

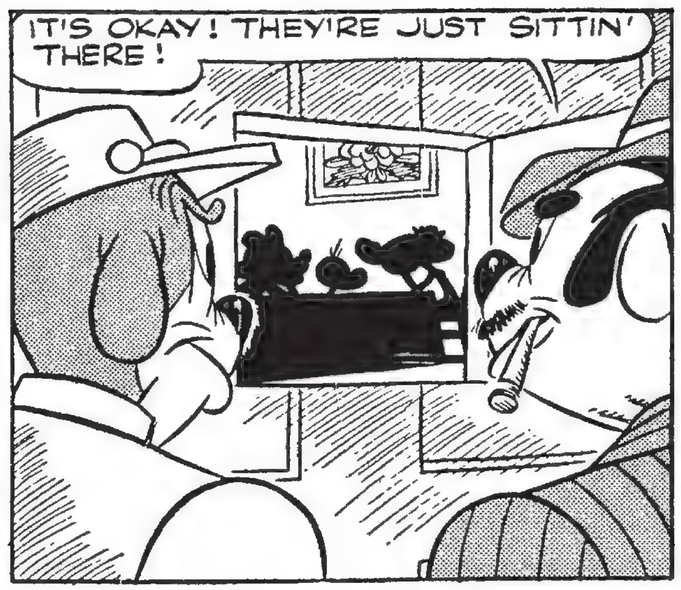

COME ON! WE'VE GOT TO FIND A WAY TO GET OUT OF HERE BEFORE LAMB'S THUGS COME IN TO FINISH US OFF!
CLICK
PRIGHT!
QWERF!

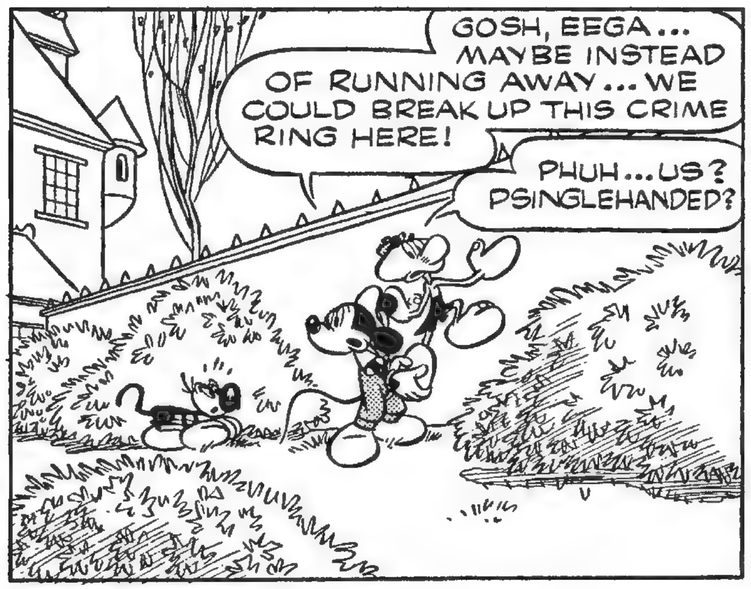

STEEL SHUTTERS! WE'RE COOKED!
PNOT EXACTLY...


A STEEL TORCH!
JUST A LITTLE THING I HAPPENED TO HAVE WITH ME...!
12-28

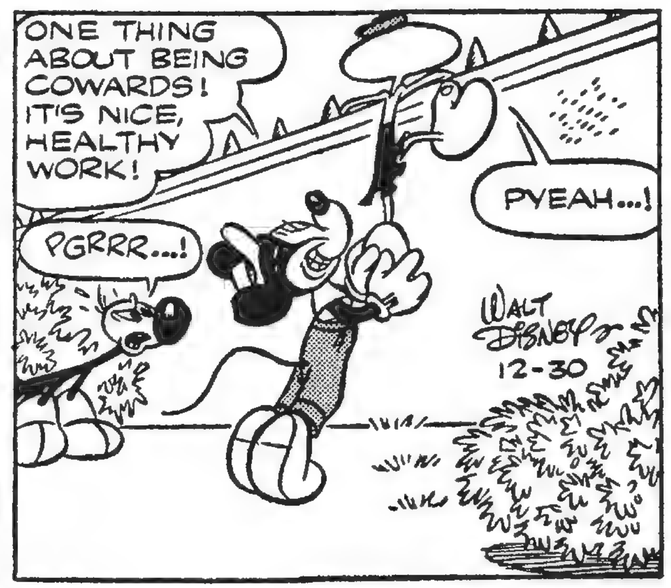

POKAY, MICKEY... WE CAN PGET OUT NOW!
I'LL BE FINISHED RIGHT AWAY!
12-29

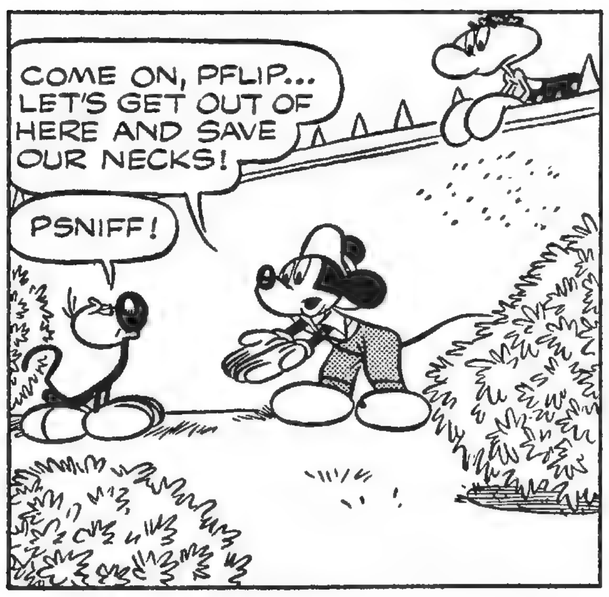
PRETTY! BUT WHAT...?
NEVER MIND! LET'S GET GOING!
WALT DISNEY


IT'S OKAY! THEY'RE JUST SITTIN' THERE!

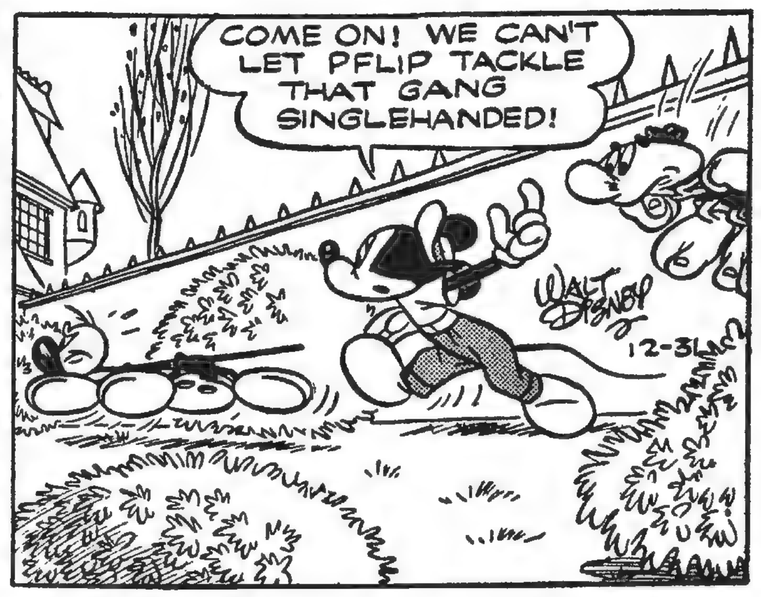

GOSH, EEGA... MAYBE INSTEAD OF RUNNING AWAY... WE COULD BREAK UP THIS CRIME RING HERE!
PHUH... US? PSINGLEHANDED?

WE'D SAVE OUR LIVES! BUT... WOULDN'T WE BE COWARDS?
PGUESS SO!


ONE THING ABOUT BEING COWARDS! IT'S NICE, HEALTHY WORK!
PGRRR...!
PYEAH...!
WALT DISNEY
12-30

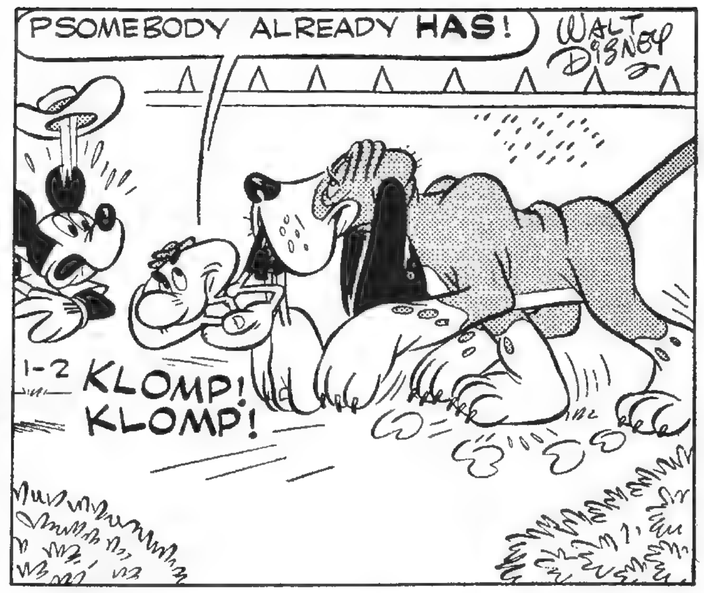

COME ON, PFLIP... LET'S GET OUT OF HERE AND SAVE OUR NECKS!
PSNIFF!

PFLIP'S SORE BECAUSE WE'RE RUNNING AWAY ... INSTEAD OF TRYING TO BREAK UP THE CRIME RING!
PMAYBE HE'S RIGHT!

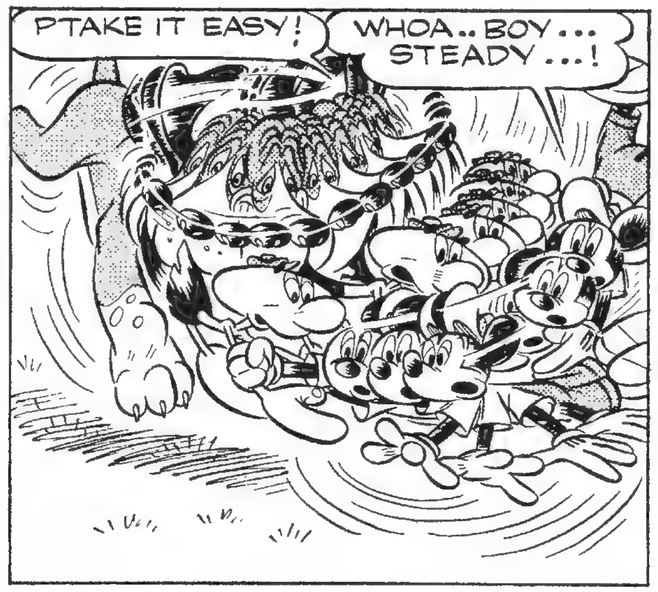

COME ON! WE CAN'T LET PFLIP TACKLE THAT GANG SINGLEHANDED!
WALT DISNEY
12-31

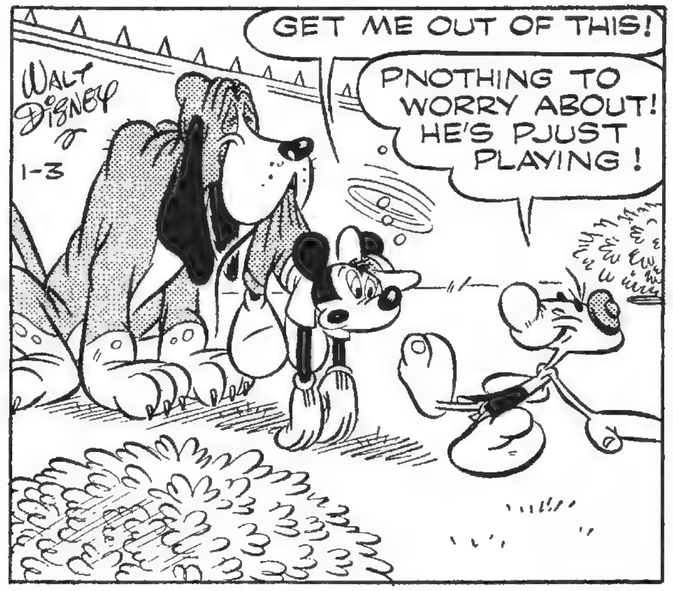
OKAY, PFLIP... IF YOU'RE SET ON OUR BUSTING UP THE CRIME SYNDICATE! LET'S GO!

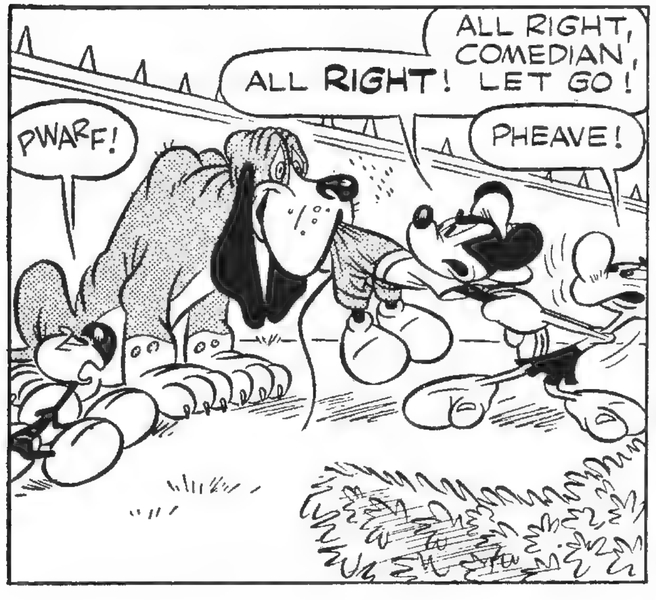
SHHH! EEGA ... SOMEONE WILL HEAR US!
PYEAH...?
KLOMP! KLOMP!


PSOMEBODY ALREADY HAS!
WALT DISNEY
1-2
KLOMP! KLOMP!

PGET ME OUT OF PTHIS!
DON'T WORRY! I THINK HE'S JUST PLAYING!

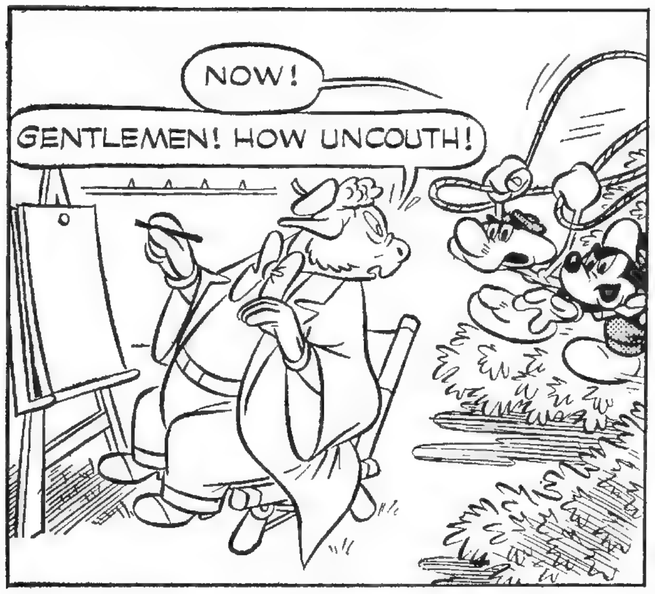

PTAKE IT EASY!
WHOA.. BOY... STEADY...!

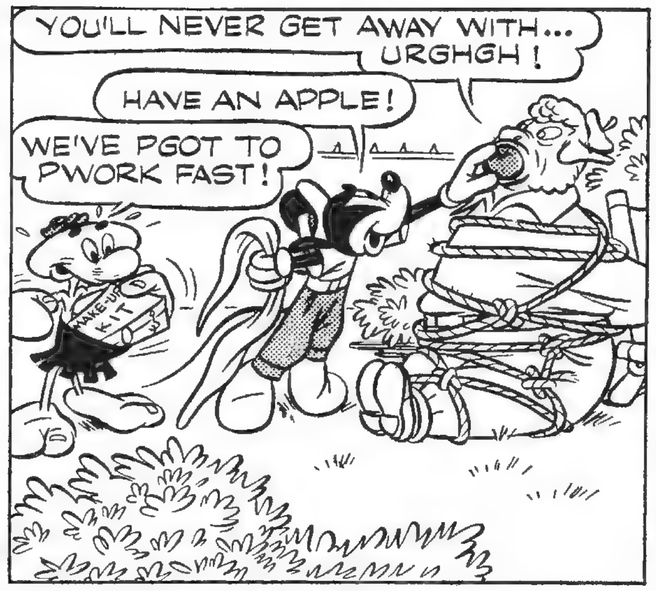

GET ME OUT OF THIS!
WALT DISNEY
1-3
PNOTHING TO WORRY ABOUT! HE'S PJUST PLAYING!


ALL RIGHT, COMEDIAN, ALL RIGHT! LET GO!
PWARF!
PHEAVE!

PSHHH! PLOOK!
WHAT IS IT?
WALT DISNEY
1-4

BLUDGINS... BEFORE I SKETCH OUT A COUPLE OF ARTISTIC CRIMES FOR TOMORROW.. FETCH ME A STRONG LEMONADE!
VERY GOOD, SIR!
IT'S LAMB! NOW'S OUR CHANCE!

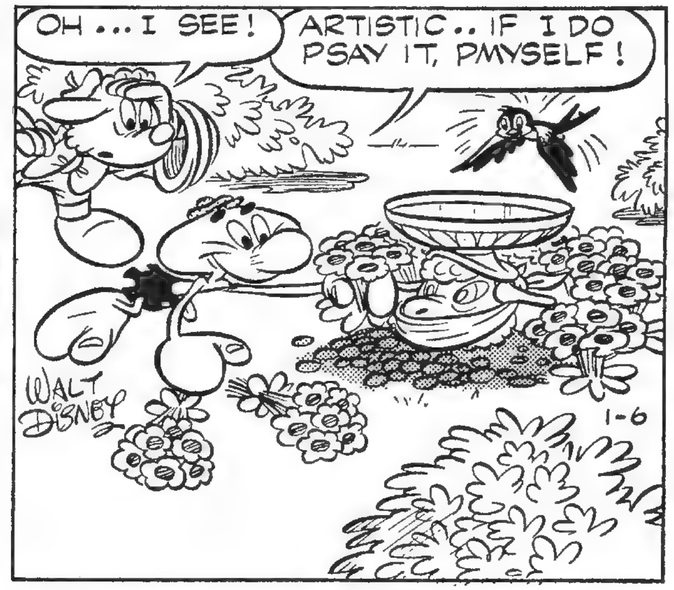

NOW!
GENTLEMEN! HOW UNCOUTH!

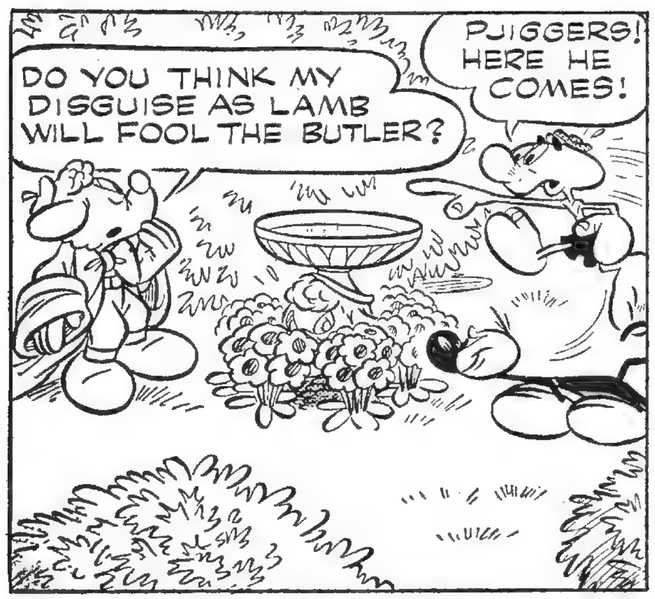

YOU'LL NEVER GET AWAY WITH... URGHGH!
HAVE AN APPLE!
WE'VE PGOT TO PWORK FAST!
MAKE-UP KIT

YOU'LL PFOOL ANYONE IN THIS MAKE-UP!
I HOPE WE'RE NOT FOOLING OURSELVES!
WALT DISNEY 1-5

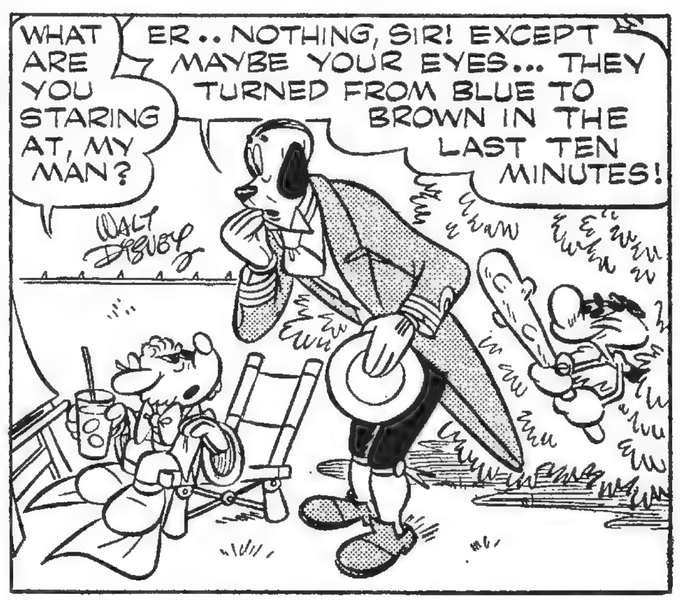
NOW THAT I'M DISGUISED AS LAMB ... WHAT WILL WE DO WITH THE OLD CRIMINAL HIMSELF?
I'LL PDEAL WITH HIM!

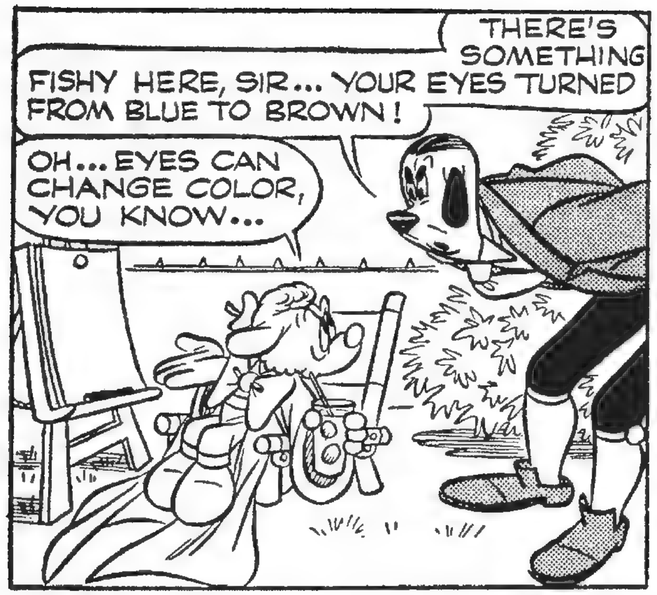
WE'VE PGOT TO TAKE MATTERS INTO OUR OWN HANDS!
EEGA! NOT THAT! YOU WOULDN'T...?


OH ... I SEE!
ARTISTIC.. IF I DO PSAY IT, PMYSELF!
WALT DISNEY
1-6

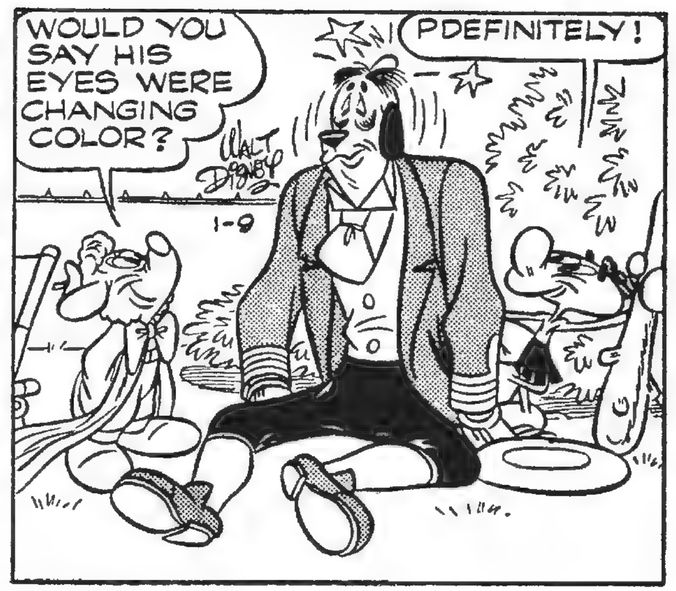

DO YOU THINK MY DISGUISE AS LAMB WILL FOOL THE BUTLER?
PJIGGERS! HERE HE COMES!

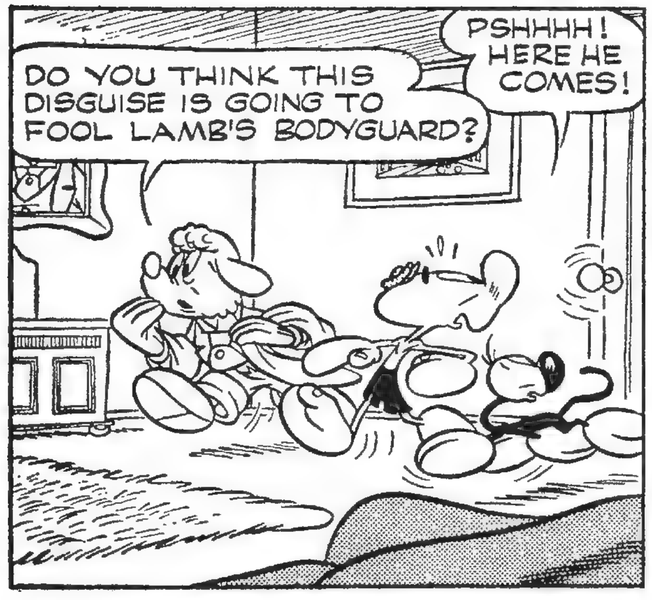
ER ... YOUR LEMONADE ... MR. LAMB!
WELL, BLUDGINS?
1-7


WHAT ARE YOU STARING AT, MY MAN?
ER.. NOTHING, SIR! EXCEPT MAYBE YOUR EYES... THEY TURNED FROM BLUE TO BROWN IN THE LAST TEN MINUTES!
WALT DISNEY

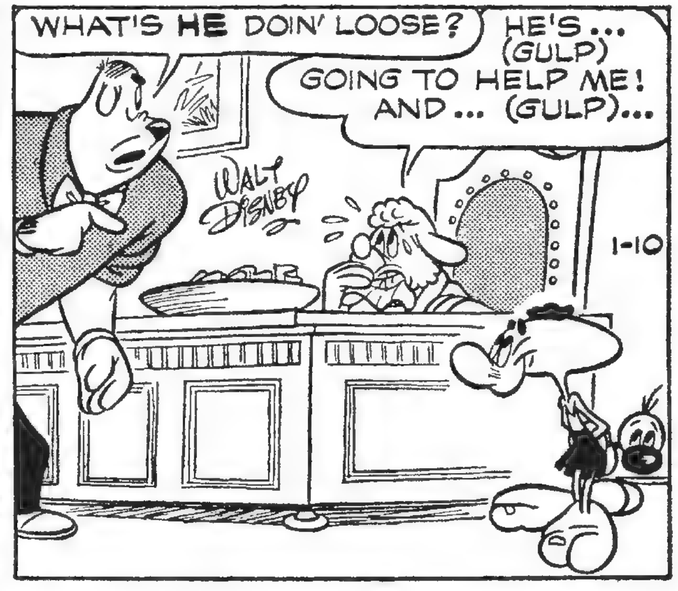

THERE'S SOMETHING FISHY HERE, SIR... YOUR EYES TURNED FROM BLUE TO BROWN!
OH... EYES CAN CHANGE COLOR, YOU KNOW...

YOU'VE GOT BROWN EYES NOW, HAVEN'T YOU?
YES... BUT...

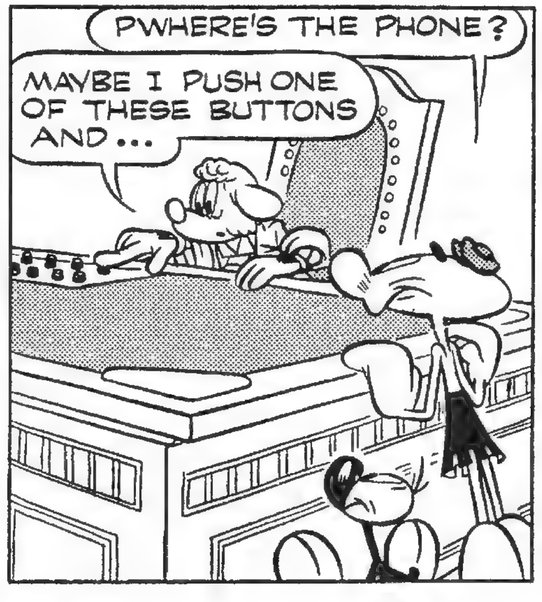

WOULD YOU SAY HIS EYES WERE CHANGING COLOR?
PDEFINITELY!
WALT DISNEY
1-9

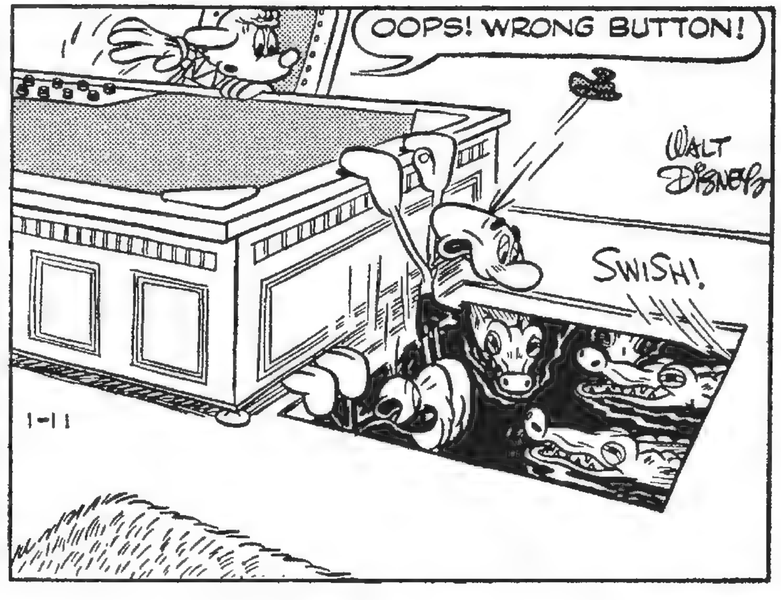

DO YOU THINK THIS DISGUISE IS GOING TO FOOL LAMB'S BODYGUARD?
PSHHHH! HERE HE COMES!

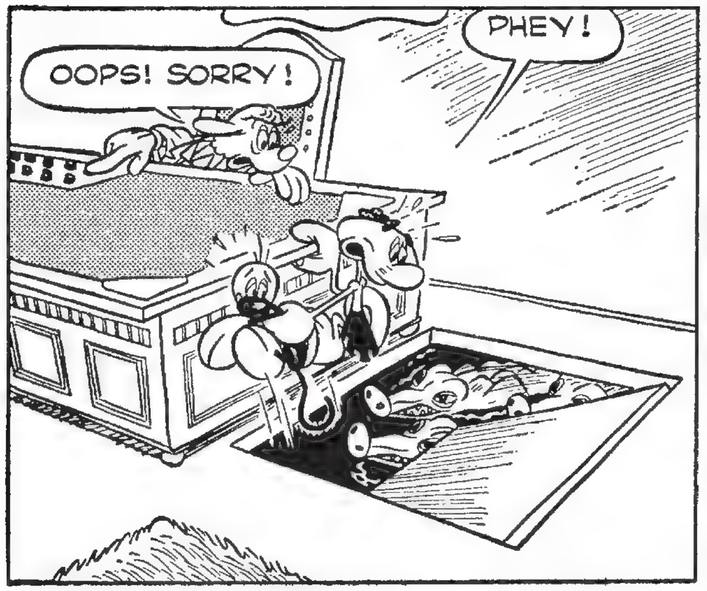
WHAT'S THAT FOR?
BOSS... YOU KNOW YOU ALWAYS EAT A BUNDLE OF RAW CABBAGE LEAVES EVERY DAY!

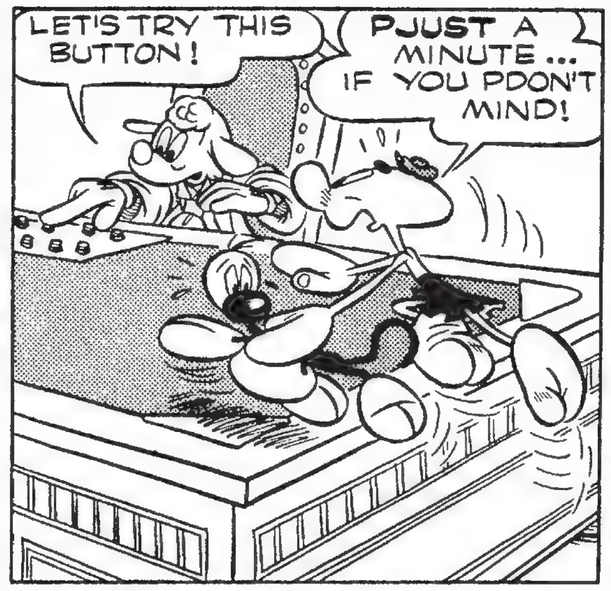

WHAT'S HE DOIN' LOOSE?
HE'S... (GULP) GOING TO HELP ME! AND... (GULP)...
WALT DISNEY
1-10

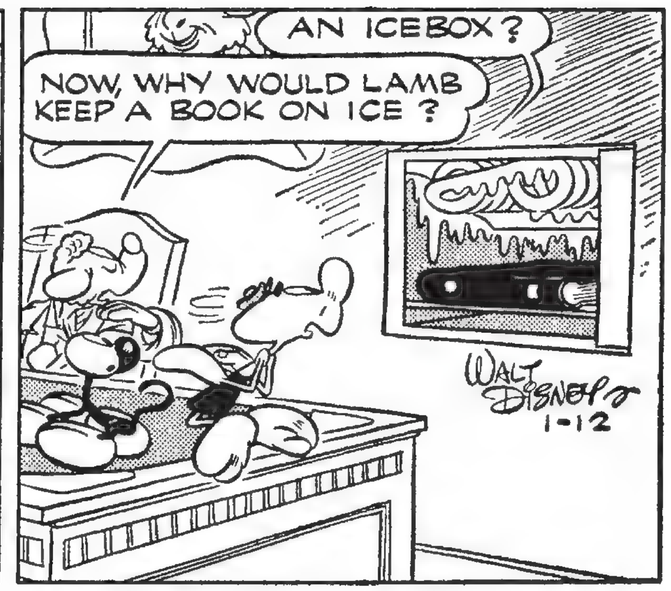
UGH! ALL THOSE CABBAGE LEAVES!
PNOW'S OUR CHANCE TO PHONE THE F.B.I.!

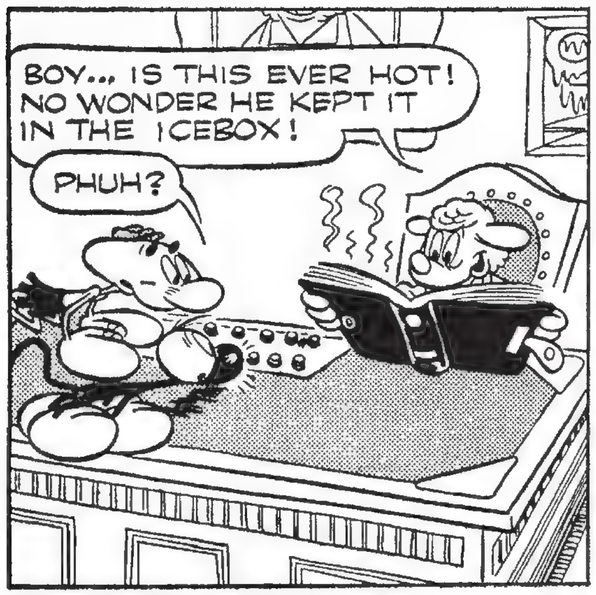

PWHERE'S THE PHONE?
MAYBE I PUSH ONE OF THESE BUTTONS AND...

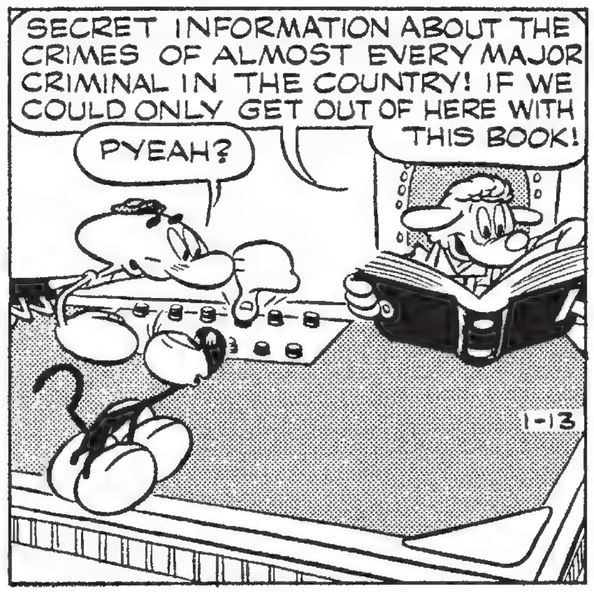

OOPS! WRONG BUTTON!
WALT DISNEY
SWISH!
1-11

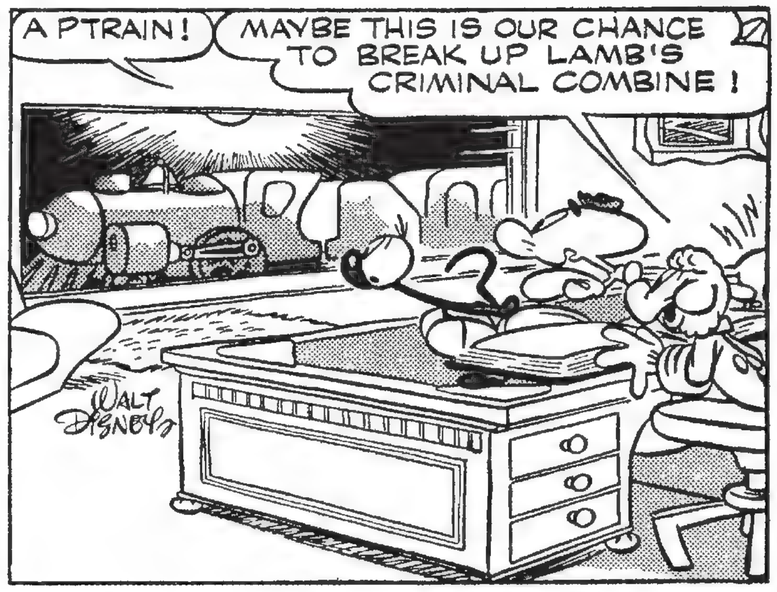

OOPS! SORRY!
PHEY!

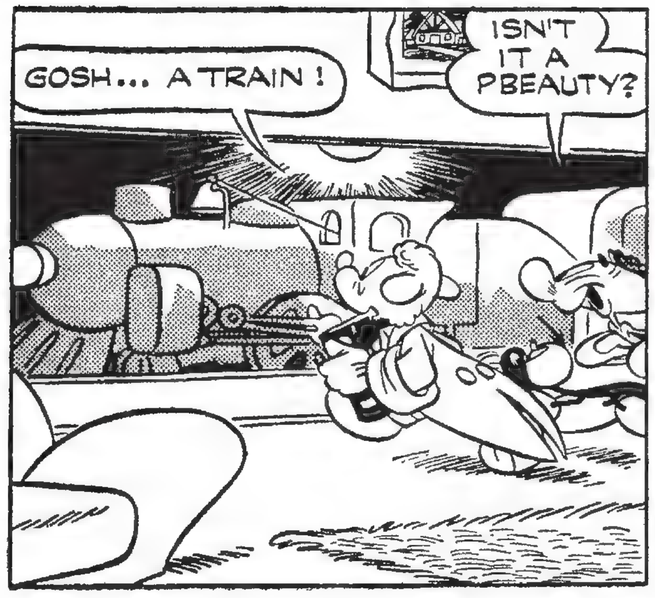

LET'S TRY THIS BUTTON!
PJUST A MINUTE... IF YOU PDON'T MIND!

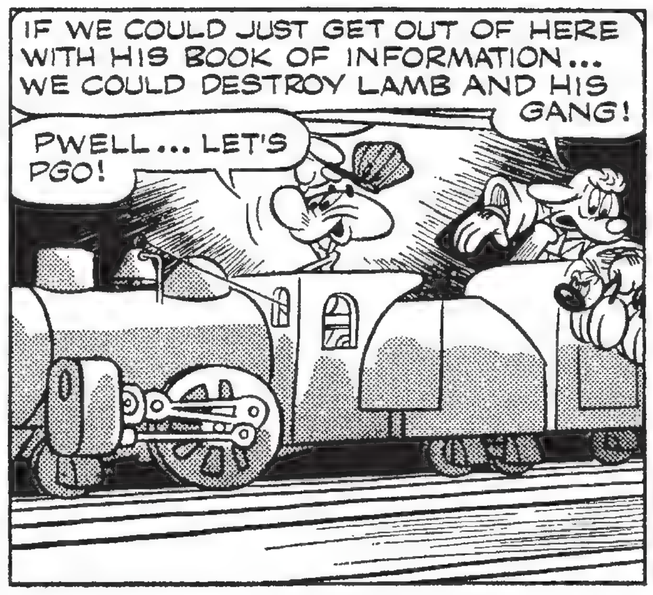

AN ICEBOX?
NOW, WHY WOULD LAMB KEEP A BOOK ON ICE?
WALT DISNEY
1-12

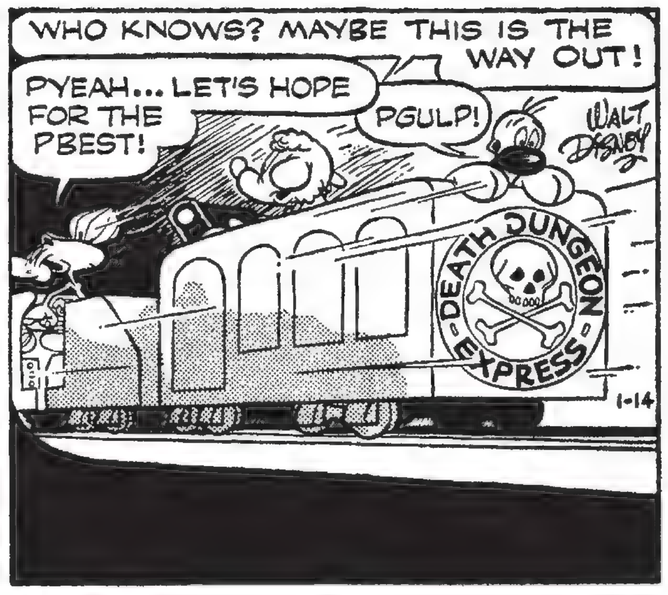

BOY... IS THIS EVER HOT! NO WONDER HE KEPT IT IN THE ICEBOX!
PHUH?

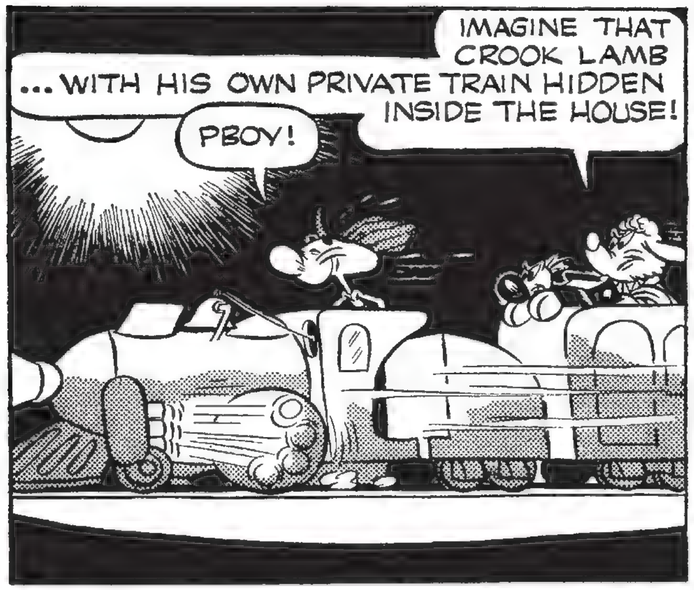

SECRET INFORMATION ABOUT THE CRIMES OF ALMOST EVERY MAJOR CRIMINAL IN THE COUNTRY! IF WE COULD ONLY GET OUT OF HERE WITH THIS BOOK!
PYEAH?
1-13


A PTRAIN!
MAYBE THIS IS OUR CHANCE TO BREAK UP LAMB'S CRIMINAL COMBINE!
WALT DISNEY

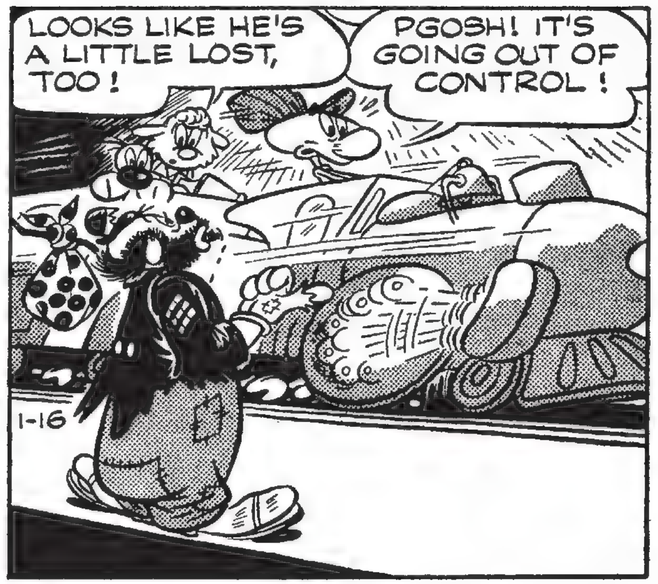

GOSH... A TRAIN!
ISN'T IT A PBEAUTY?

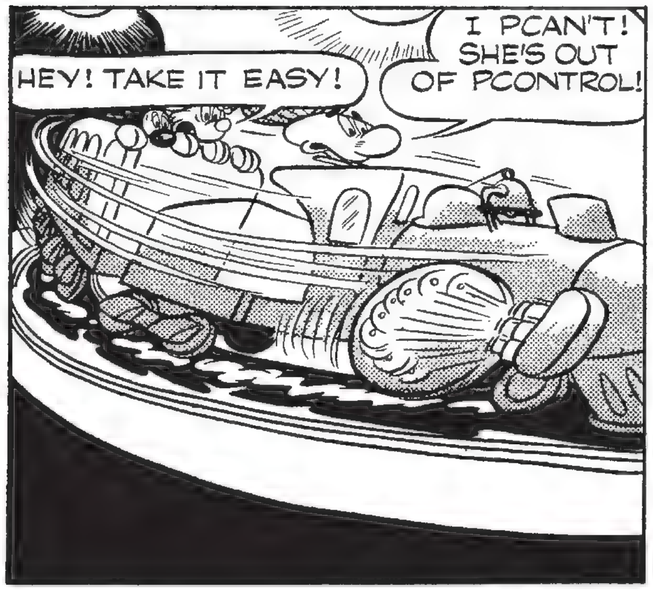

IF WE COULD JUST GET OUT OF HERE WITH HIS BOOK OF INFORMATION... WE COULD DESTROY LAMB AND HIS GANG!
PWELL... LET'S PGO!

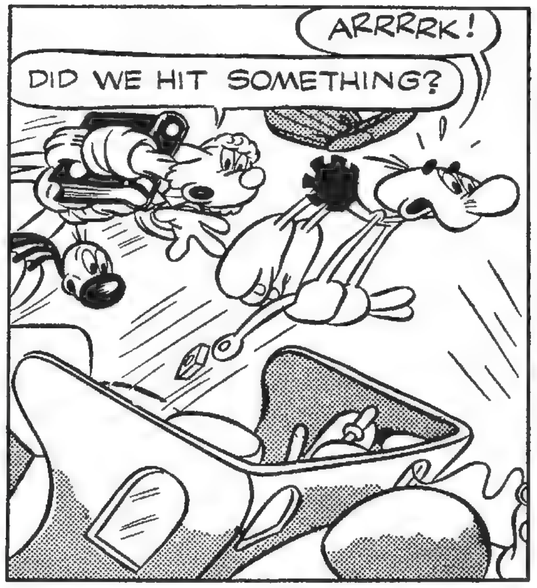

WHO KNOWS? MAYBE THIS IS THE WAY OUT!
PYEAH... LET'S HOPE FOR THE PBEST!
PGULP!
WALT DISNEY
DEATH DUNGEON EXPRESS
1-14

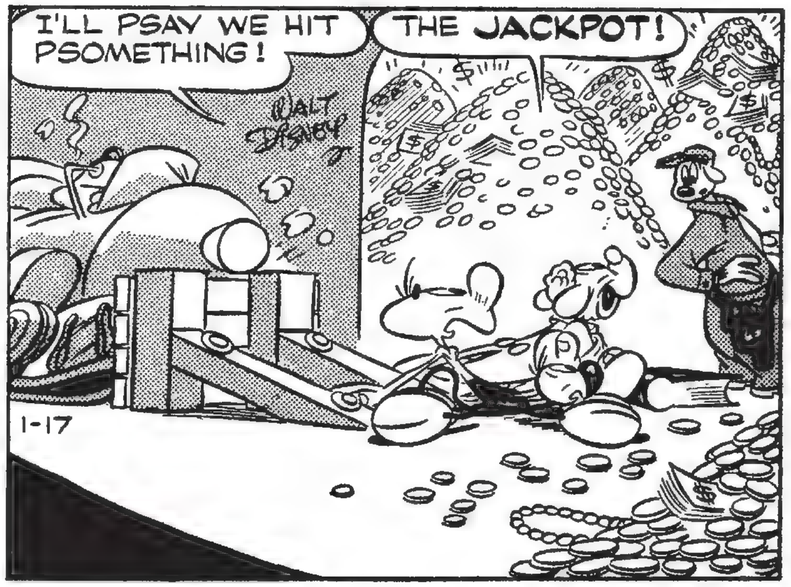

IMAGINE THAT CROOK LAMB ... WITH HIS OWN PRIVATE TRAIN HIDDEN INSIDE THE HOUSE!
PBOY!

IF WE CAN JUST GET AWAY WITH THIS "BLACK BOOK"... WE CAN BREAK UP THE WHOLE LAMB GANG!
PYEAH... PWONDER WHERE WE ARE!
WALT DISNEY

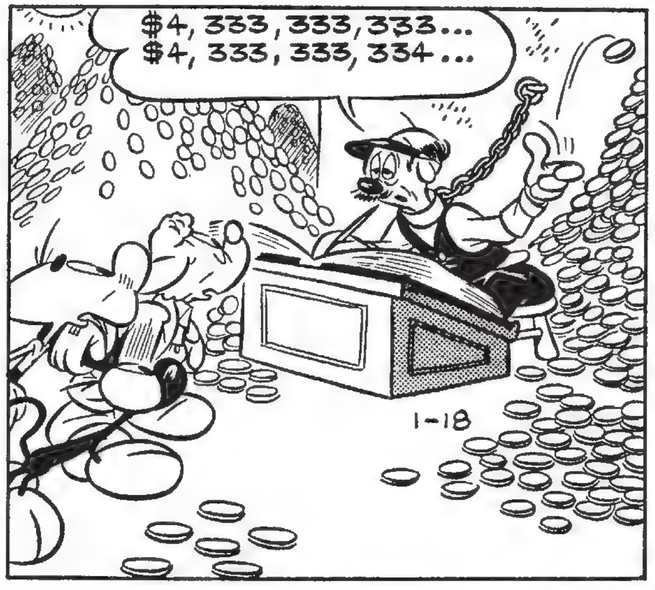

LOOKS LIKE HE'S A LITTLE LOST, TOO!
PGOSH! IT'S GOING OUT OF CONTROL!
1-16

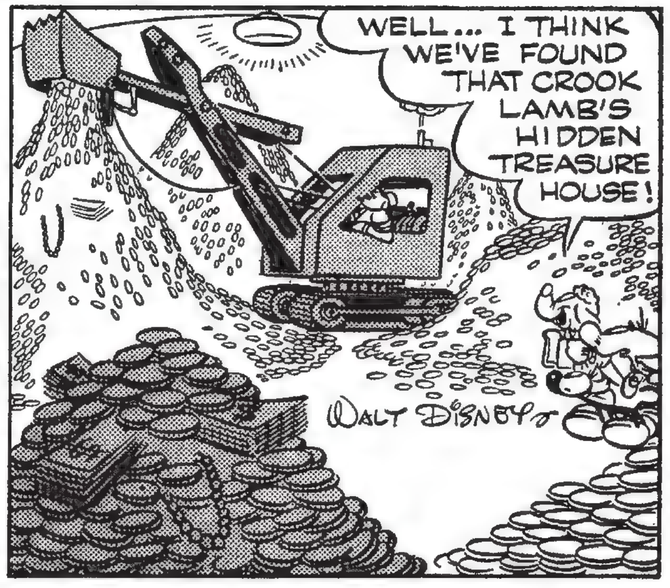

HEY! TAKE IT EASY!
I PCAN'T! SHE'S OUT OF PCONTROL!

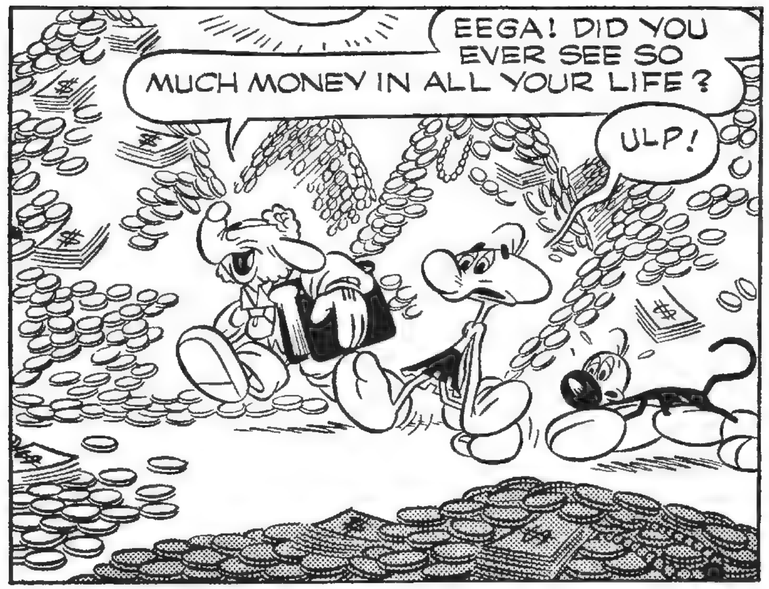

ARRRRK!
DID WE HIT SOMETHING?

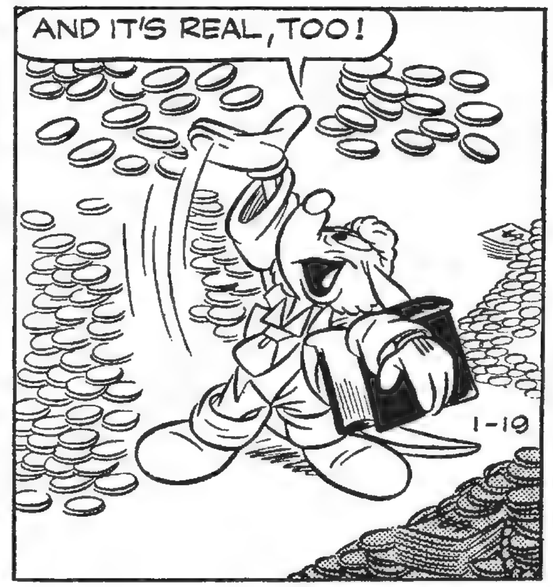

I'LL PSAY WE HIT PSOMETHING!
THE JACKPOT!
WALT DISNEY
1-17

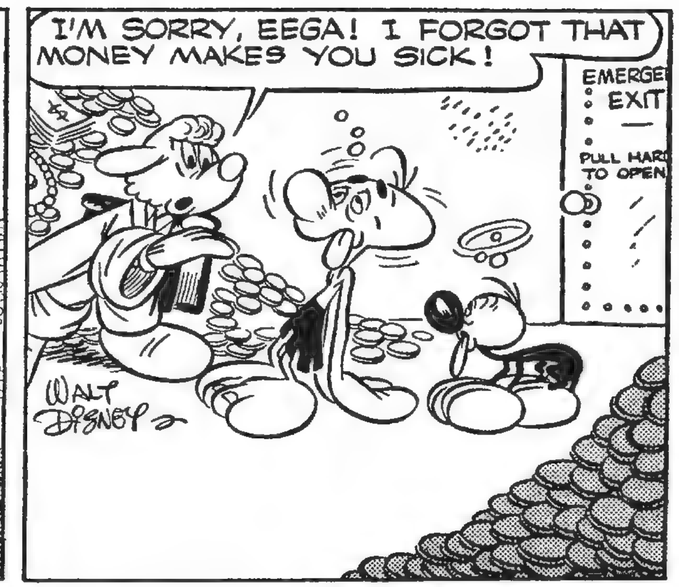
PGOSH! PWHERE ARE WE? PFORT KNOX?
I HOPE YOU'RE NOT HURT, MR. LAMB!

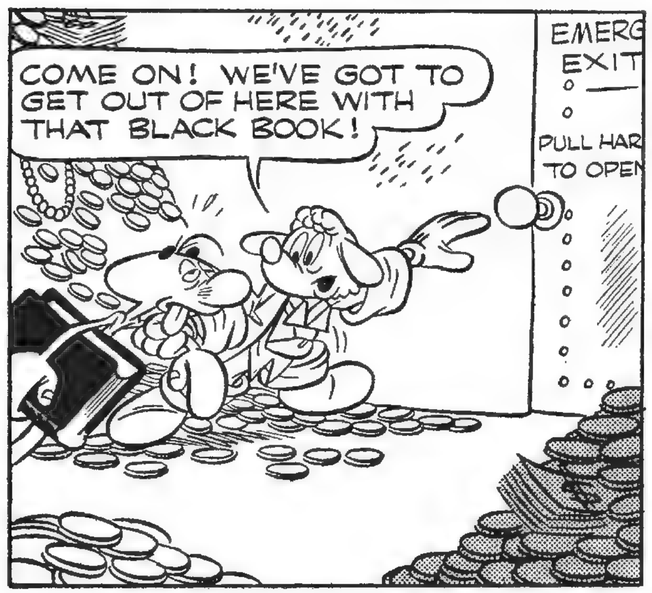

$4,333,333,333...
$4,333,333,334...
1-18


WELL... I THINK WE'VE FOUND THAT CROOK LAMB'S HIDDEN TREASURE HOUSE!
WALT DISNEY


EEGA! DID YOU EVER SEE SO MUCH MONEY IN ALL YOUR LIFE?
ULP!

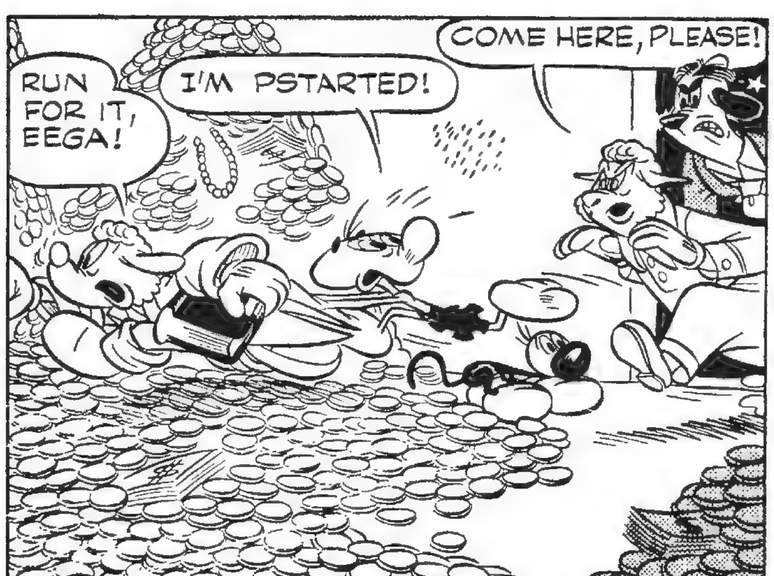

AND IT'S REAL, TOO!
1-19

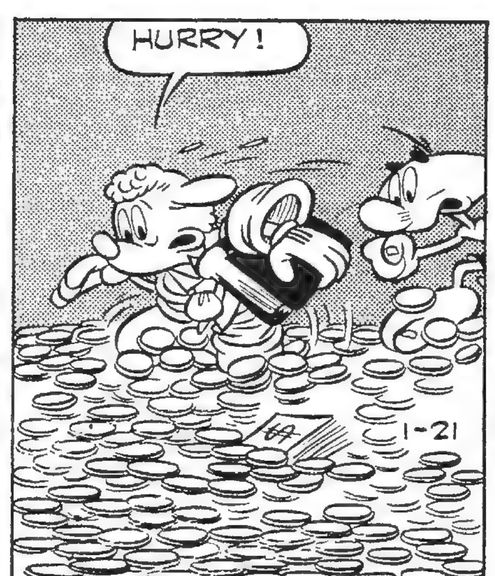

I'M SORRY, EEGA! I FORGOT THAT MONEY MAKES YOU SICK!
EMERGE EXIT
PULL HAR TO OPEN
WALT DISNEY


COME ON! WE'VE GOT TO GET OUT OF HERE WITH THAT BLACK BOOK!
EMERG EXIT
PULL HAR TO OPEN

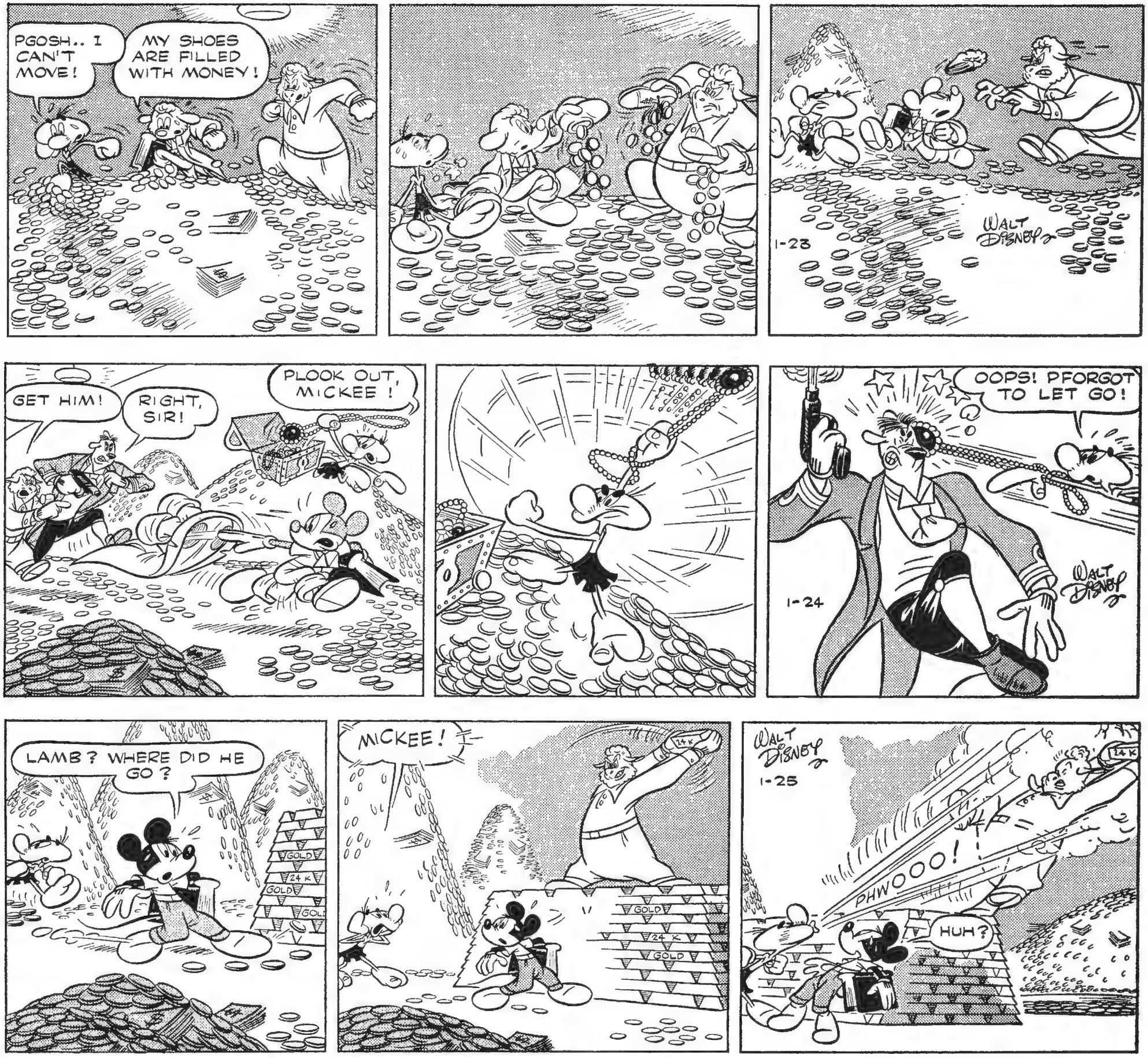
PULL, EEGA, PULL! THE DOOR MUST BE STUCK.. I ....

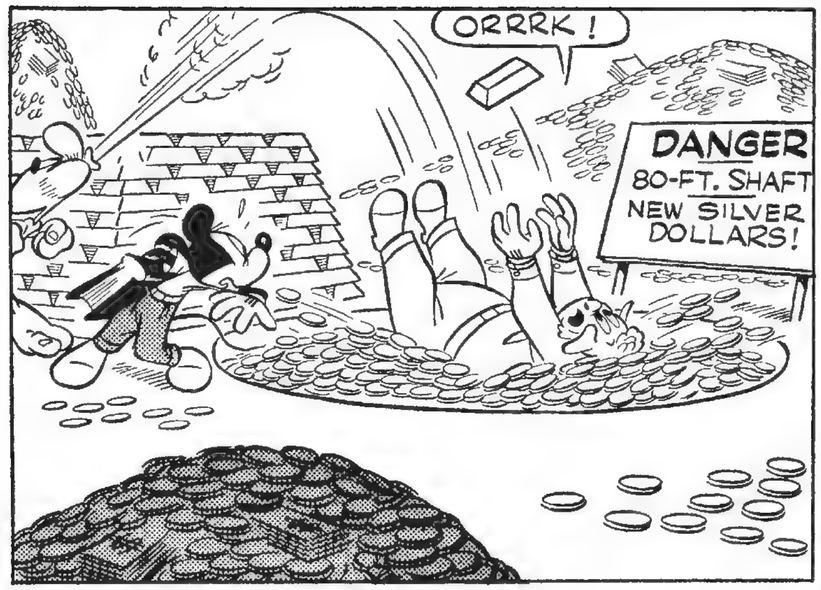
A DOORKNOB WITH FINGERS? HOW...? GOSH.. IT'S LAMB!
YES! IT IS I!
WALT DISNEY
1-20


RUN FOR IT, EEGA!
I'M PSTARTED!
COME HERE, PLEASE!


HURRY!
1-21

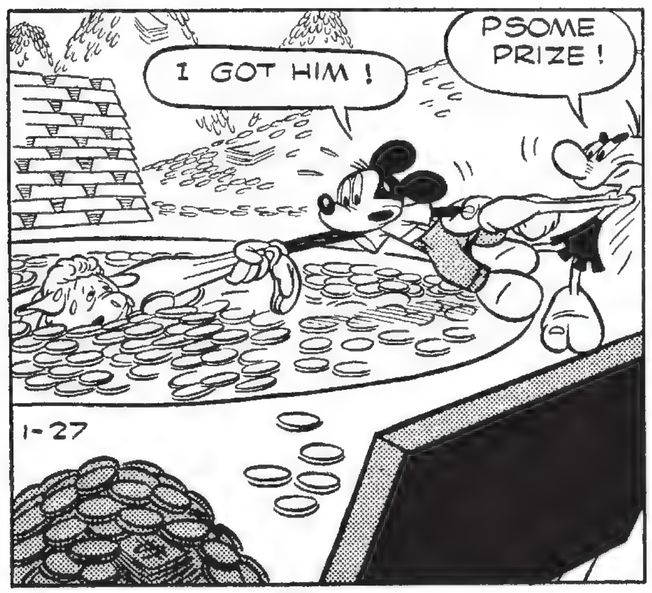
HURRY!
PWHAT DO YOU PTHINK I'M DOING?
WALT DISNEY


PGOSH.. I CAN'T MOVE!
MY SHOES ARE FILLED WITH MONEY!
1-23
WALT DISNEY
GET HIM!
RIGHT, SIR!
PLOOK OUT, MICKEE!
OOPS! PFORGOT TO LET GO!
1-24
WALT DISNEY
LAMB? WHERE DID HE GO?
GOLD
24 K
MICKEE!
WALT DISNEY
1-25
PHWOOO!
HUH?

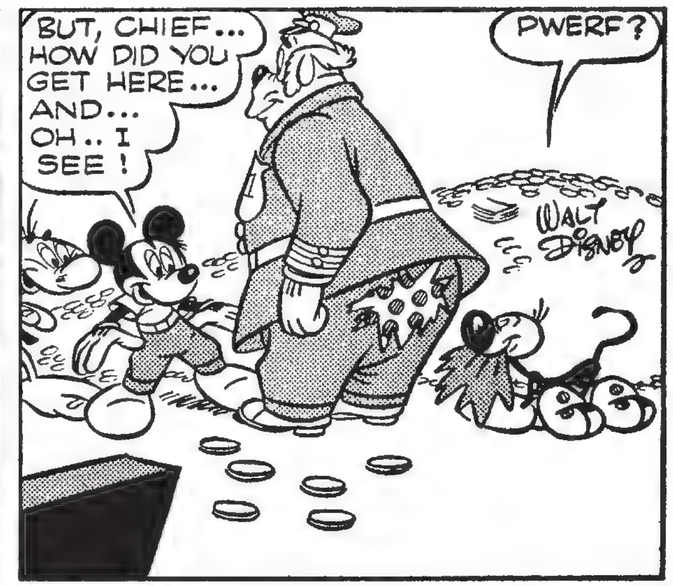

ORRRK!
DANGER
80-FT. SHAFT
NEW SILVER DOLLARS!

WHAT HAPPENED?
HELP!

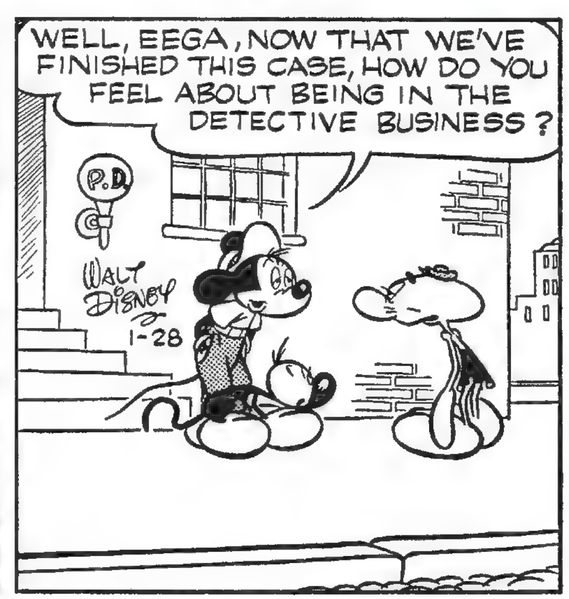
GOSH... HE'S DROWNING IN THE MONEY!
PLEASE! PLEASE! HELP!
WALT DISNEY 1-26

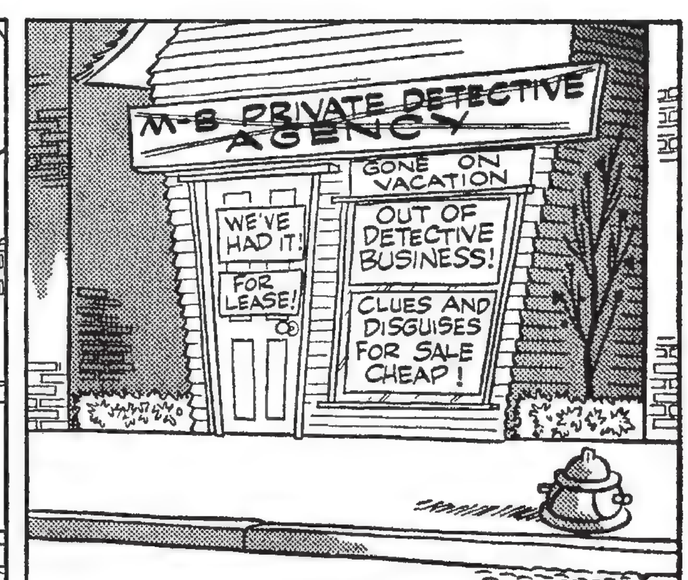

I GOT HIM!
PSOME PRIZE!
1-27

OKAY, MICKEY... WE'LL TAKE IT FROM HERE!
CHIEF!


BUT, CHIEF... HOW DID YOU GET HERE... AND... OH.. I SEE!
PWERF?
WALT DISNEY

WELL, MICKEY...
YOU'VE BROKEN UP ONE OF THE BIGGEST CRIMINAL RINGS IN THE WORLD!
YEAH?


WELL, EEGA, NOW THAT WE'VE FINISHED THIS CASE, HOW DO YOU FEEL ABOUT BEING IN THE DETECTIVE BUSINESS?
P.D.
WALT DISNEY 1-28


M-B PRIVATE DETECTIVE AGENCY
GONE ON VACATION
WE'VE HAD IT!
OUT OF DETECTIVE BUSINESS!
FOR LEASE!
CLUES AND DISGUISES FOR SALE CHEAP!

THE MOOOK TREASURE

JANUARY 30, 1950
–
JULY 8, 1950

CURTAIN CALL

As we read the following story we must remind ourselves of its historical setting. The late 1940s marked the first few years of the Cold War, in which the two superpowers of the U.S. and USSR—onetime allies against Nazi Germany—now faced each other, without firing a shot but with an oppressive climate of heavy political and military tension. The two sides, capitalist and communist, were ideologically opposed, appearing as evil empires to one another. A patriotic "us vs. them" worldview was pervasive and went almost unchallenged.

This paranoid status quo was fueled by fear of the atom bomb, which "our side" had developed first during World War II—but which the "bad guys" had promptly replicated, exploding their first one in 1949. There were "duck and cover" air raid drills in schools, complete with a *Duck and Cover* (1952) educational film. These were the years of the spy wars, starting with the highly publicized case of Julius and Ethel Rosenberg, who had passed on nuclear secrets to the Soviet Union. McCarthyism and witch-hunts ran rampant. It may sound like a remote era, but it was only yesterday.

"The Moook Treasure" finds Walsh and Gottfredson pulled into this propagandistic milieu. Mickey had done his fair share of national morale-building: during the Depression as flag-bearer of Roosevelt's New Deal, and during World War II, fighting Nazi spy and American traitor Pegleg Pete. In "Moook," World War II may be over; but the Cold War world, with its almost palpable tension, feels even more ominous and sinister. The forces of evil take on the shape of secret police chief Aygotcha, a beautiful but demonic woman (note the skulls in her pupils!) naturally working for the Soviets. And even she only plays second fiddle to an even more evil character: an old nemesis of Mickey, who returns once more as if in a recurring nightmare.

Eega Beeva's presence, evoking the supernatural and the unexplained, resonates with the tense and awkward Cold War atmosphere, as well as with the pervasive uncertainty about the future caused by A-bomb jitters.

The "Moook" plotline, its complex structure involving several nested narrative cycles, opens with a long treasure hunt that takes our heroes from one exotic locale to another, culminating in yet another supernatural encounter. From the story's opening scene—in which the image on a book cover mysteriously winks—to the final encounter with the eponymous Moook, this is no longer the positivistic Mickey Mouse of the 1930s. In a memorable scene that particularly captures the mood, the Iron Curtain shuts with a metallic sound when our heroes travel to the other side!

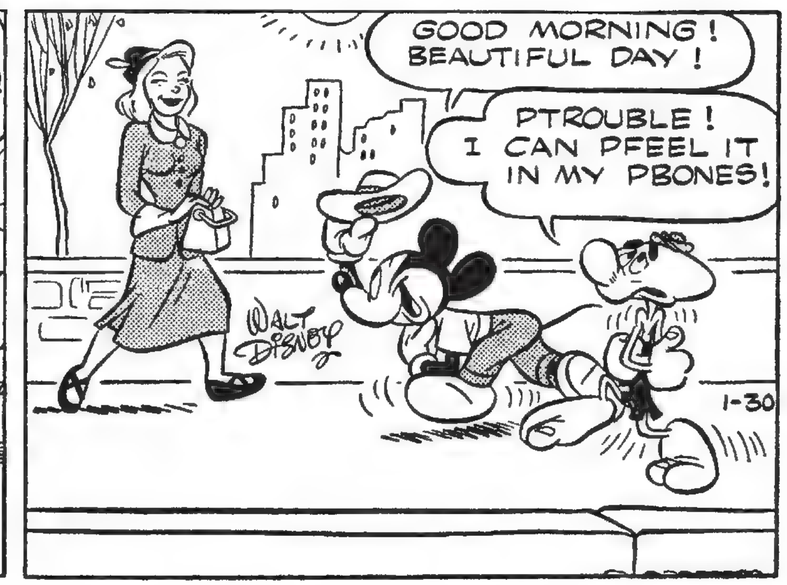
In keeping with Walsh's exuberant writing style, once again the plot seems to have been developed as the weeks went along, without too much regard for continuity, logic or rational explanations: it is unclear who would have planted the clues to Mickey's treasure hunt in the first place, and for what purpose.

This over-the-top adventure also serves as Walsh's and Gottfredson's goodbye to the delightful Eega Beeva: a character whose almost unlimited superpowers had started to steal the scene from Mickey, relegating the former protagonist to the role of sidekick. Now Mickey would once again traverse this scary postwar world alone.

— Leonardo Gori and Francesco Stajano

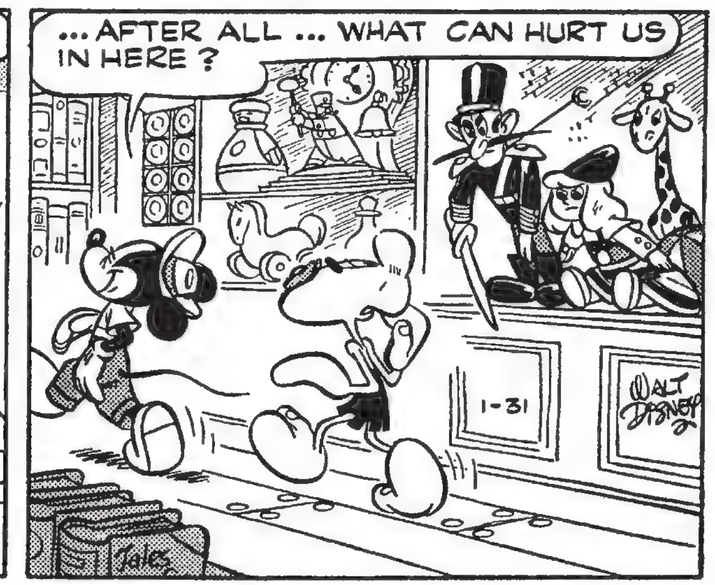
GET UP, EEGA! IT'S A WONDERFUL DAY!
PNO! PNO!

COME ON, EEGA!
PTHERE ARE SOME DAYS WHEN PEOPLE SHOULDN'T GET OUT OF BED! PTHIS IS ONE OF THEM!

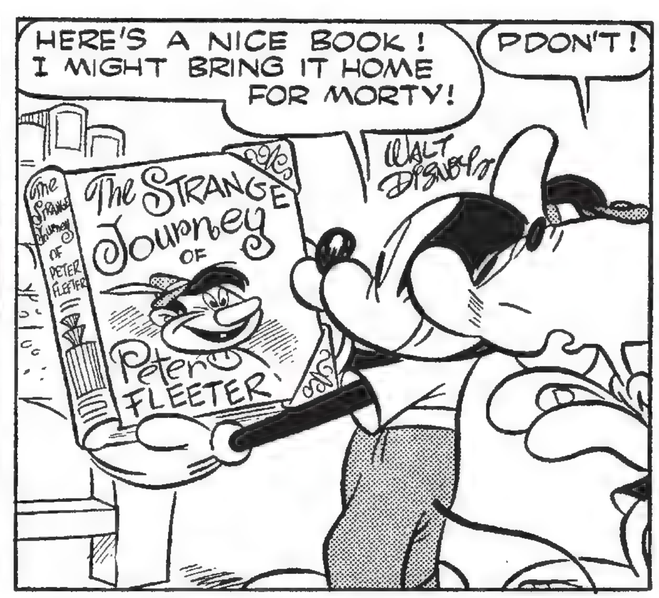

GOOD MORNING! BEAUTIFUL DAY!
PTROUBLE! I CAN PFEEL IT IN MY PBONES!
WALT DISNEY
1-30

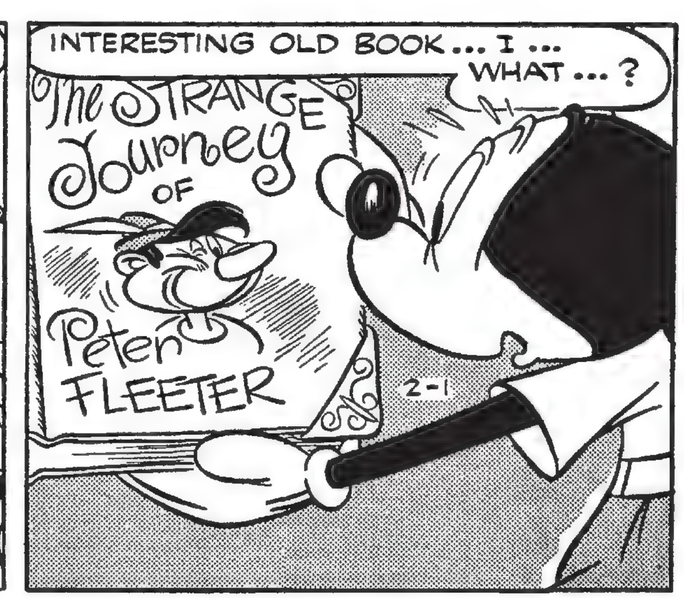
WHAT DO YOU MEAN, EEGA... "WE SHOULDN'T HAVE COME OUT TODAY"...?
PTROUBLE'S AROUND TODAY! I CAN PFEEL IT!

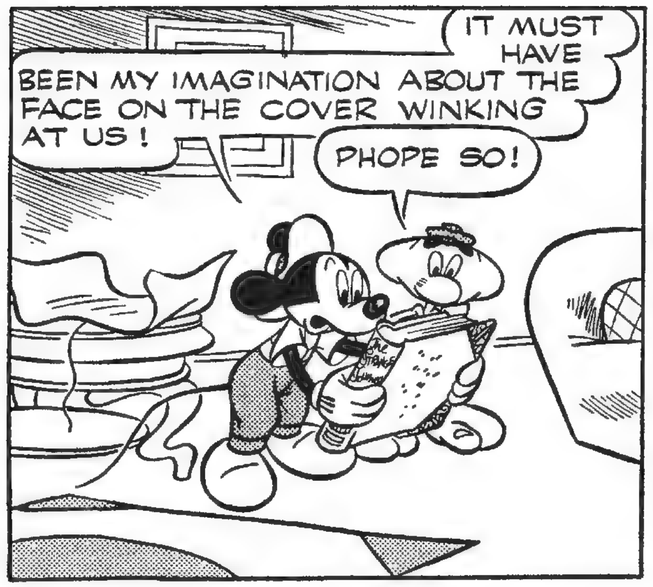
Novelty Shop
Sale -on- Books
SAY! LET'S GO IN...

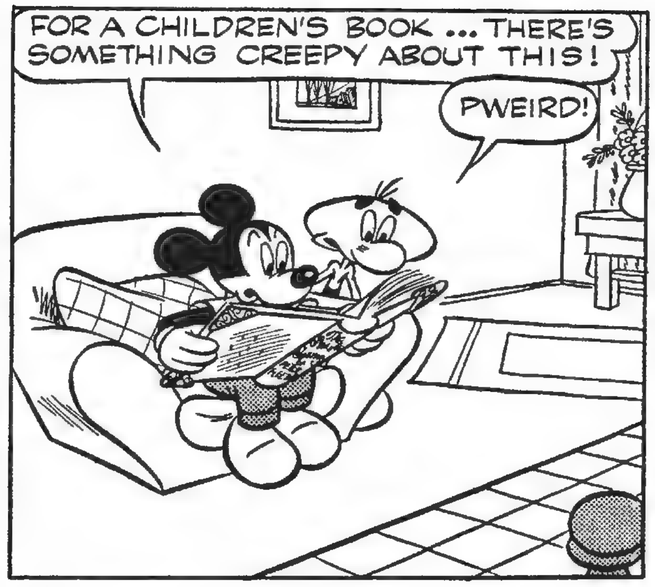

...AFTER ALL ... WHAT CAN HURT US IN HERE?
1-31
WALT DISNEY
Tales

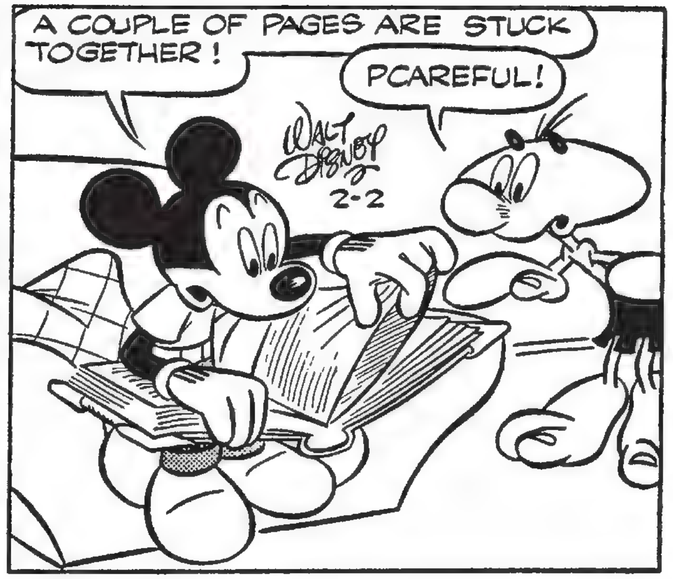
RELAX, EEGA! NOTHING'S GOING TO HURT YOU!
I HAVE A PECULIAR PFEELING!
BOOKS 1/3 OFF
AB

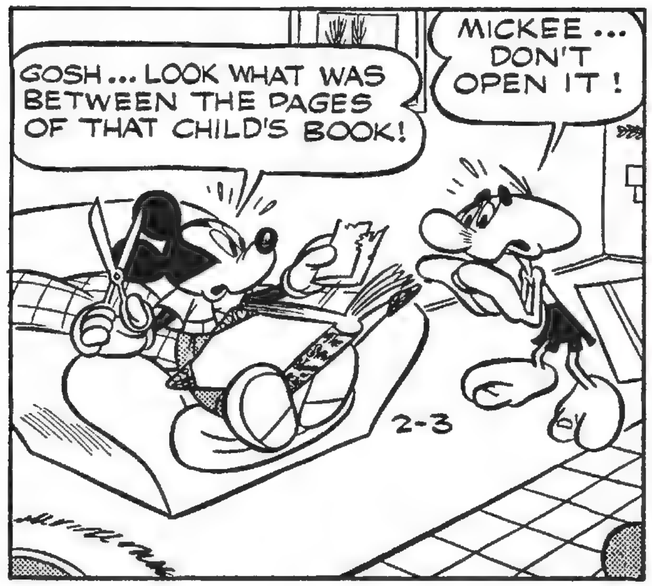

HERE'S A NICE BOOK! I MIGHT BRING IT HOME FOR MORTY!
PDON'T!
The STRANGE Journey OF Peter FLEETER
WALT DISNEY


INTERESTING OLD BOOK... I ... WHAT...?
The STRANGE Journey OF Peter FLEETER
2-1

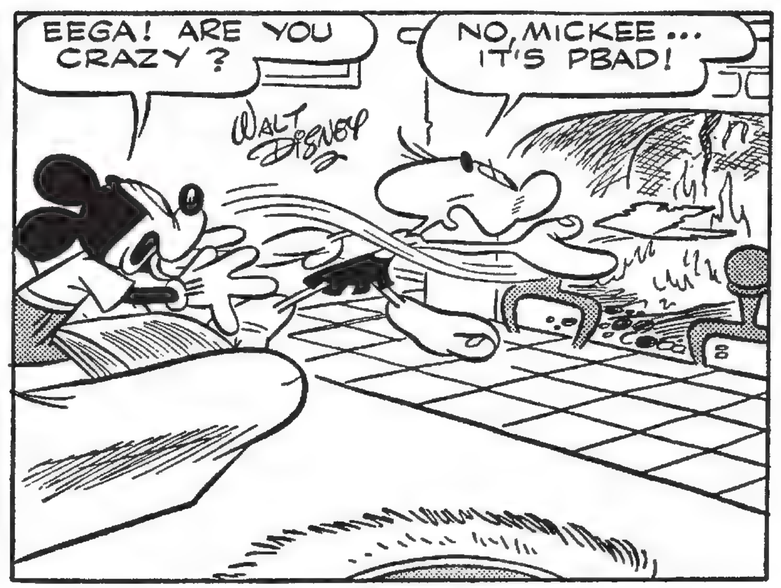

IT MUST HAVE BEEN MY IMAGINATION ABOUT THE FACE ON THE COVER WINKING AT US!
PHOPE SO!


FOR A CHILDREN'S BOOK ... THERE'S SOMETHING CREEPY ABOUT THIS!
PWEIRD!

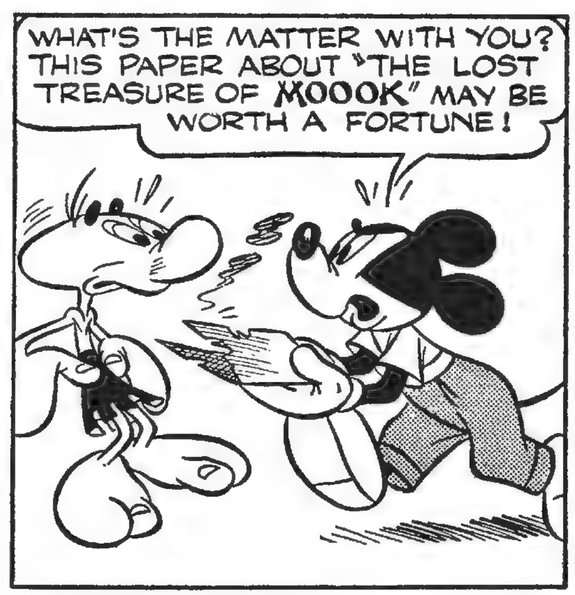

A COUPLE OF PAGES ARE STUCK TOGETHER!
PCAREFUL!
WALT DISNEY
2-2

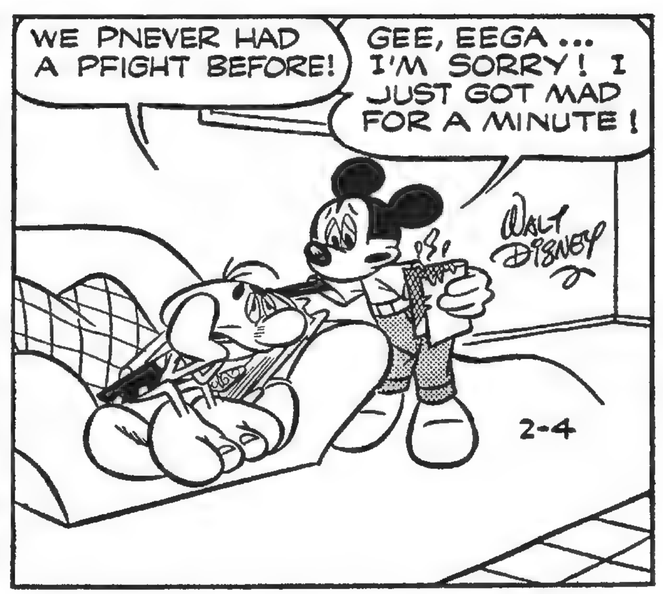

GOSH ... LOOK WHAT WAS BETWEEN THE PAGES OF THAT CHILD'S BOOK!
MICKEE ... DON'T OPEN IT!
2-3

IT'S ABOUT SOME FABULOUS TREASURE! I ...
The Lost Treasure of MOOOK
(open)

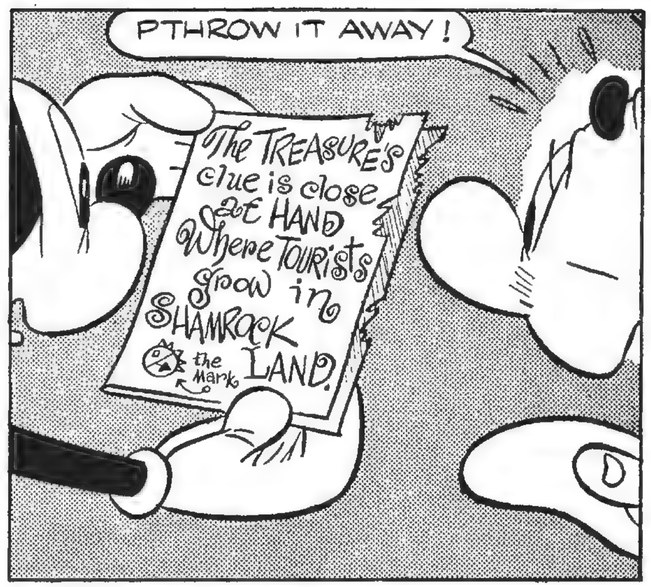

EEGA! ARE YOU CRAZY?
NO, MICKEE ... IT'S PBAD!
WALT DISNEY

THANK GOODNESS! I SAVED IT!
DON'T, MICKEE! IT'S PBAD!

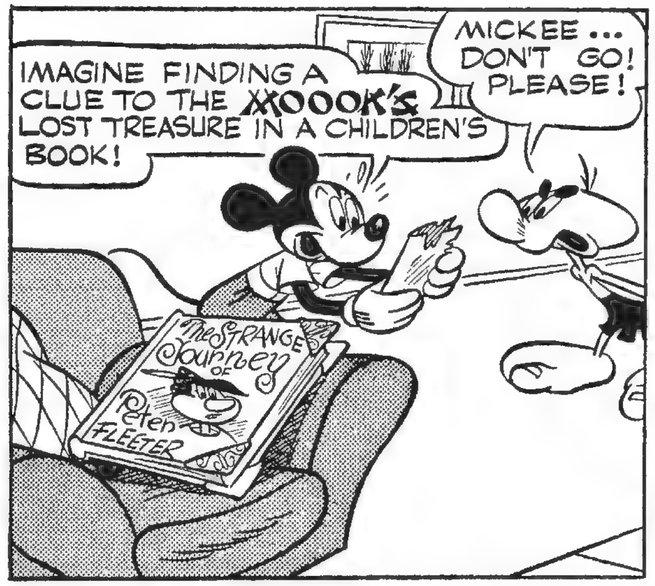

WHAT'S THE MATTER WITH YOU? THIS PAPER ABOUT "THE LOST TREASURE OF MOOOK" MAY BE WORTH A FORTUNE!

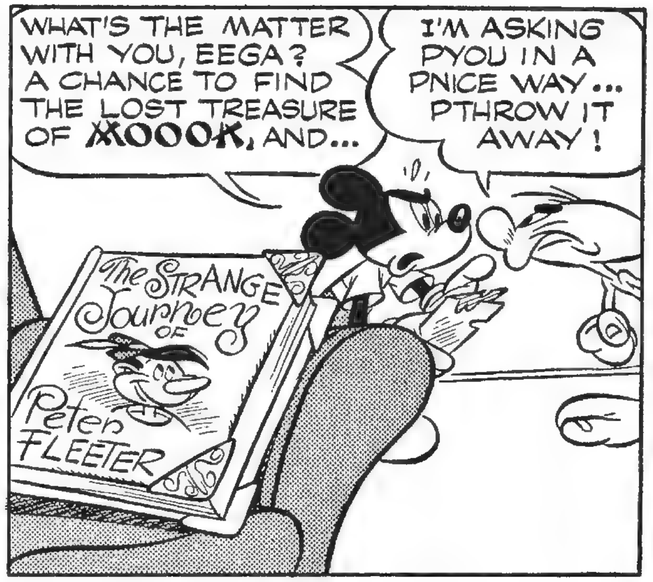

WE PNEVER HAD A PFIGHT BEFORE!
GEE, EEGA ... I'M SORRY! I JUST GOT MAD FOR A MINUTE!
WALT DISNEY
2-4

"LOST TREASURE OF..." LOOK! THERE'S SOMETHING ON THE BACK!
PLEASE, MICKEE... IT'S EVIL! PTHROW IT AWAY!


PTHROW IT AWAY!
The TREASURE's clue is close at HAND Where TOURISTS grow in SHAMROCK LAND.
the Mark

"SHAMROCK LAND"! THAT MEANS IRELAND!
PTHROW IT AWAY! THE PTREASURE IS PBAD LUCK!
WALT DISNEY
2-6

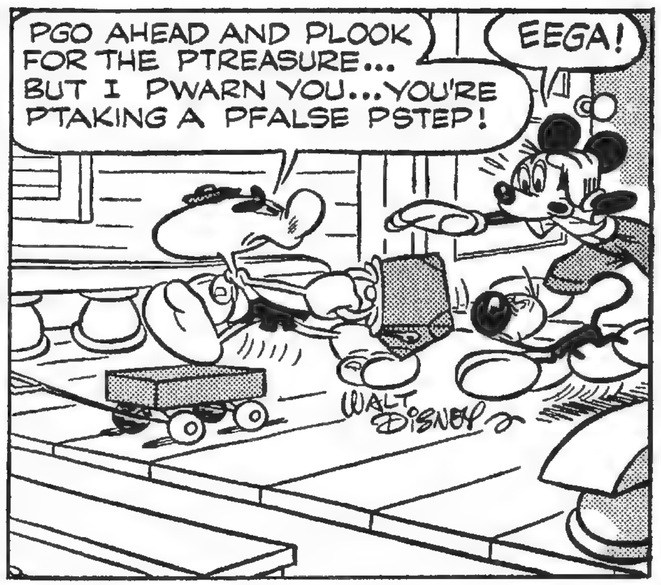

IMAGINE FINDING A CLUE TO THE MOOOK'S LOST TREASURE IN A CHILDREN'S BOOK!
MICKEE... DON'T GO! PLEASE!
The STRANGE Journey OF Peter FLEETER

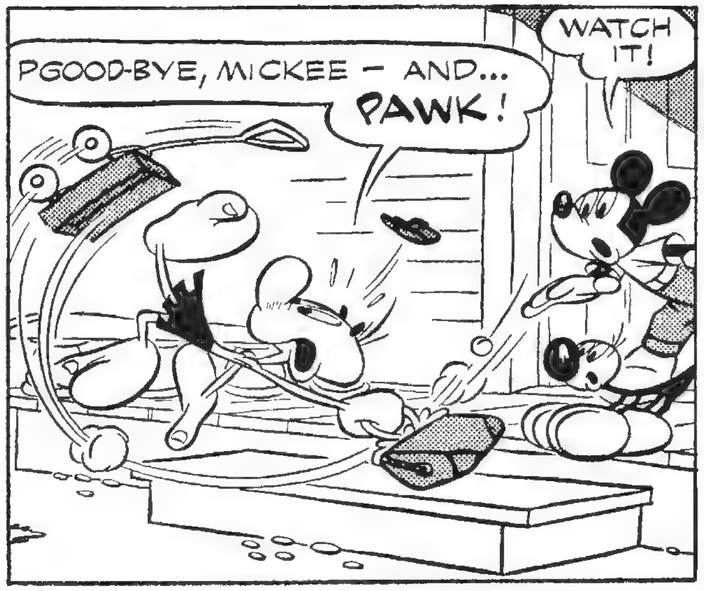

WHAT'S THE MATTER WITH YOU, EEGA? A CHANCE TO FIND THE LOST TREASURE OF MOOOK, AND...
I'M ASKING PYOU IN A PNICE WAY... PTHROW IT AWAY!
The STRANGE Journey OF Peter FLEETER

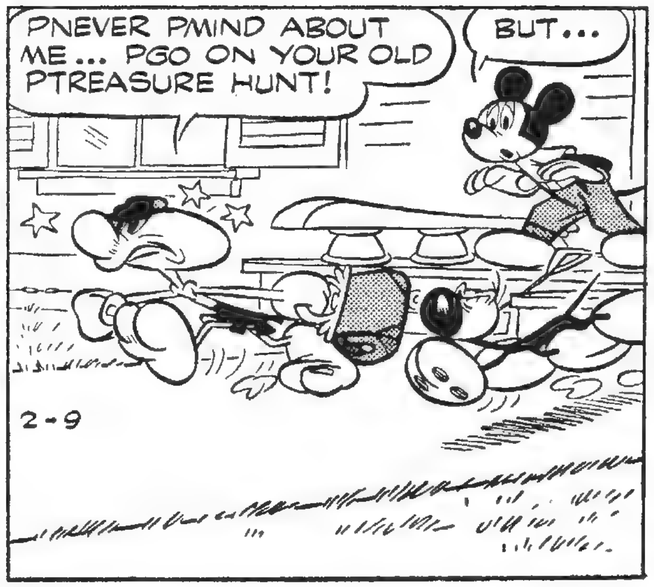
PGIVE IT TO ME!
EEGA! WHAT'S WRONG WITH YOU?
WALT DISNEY
The STRANGE Journey OF Peter FLEETER
2-7

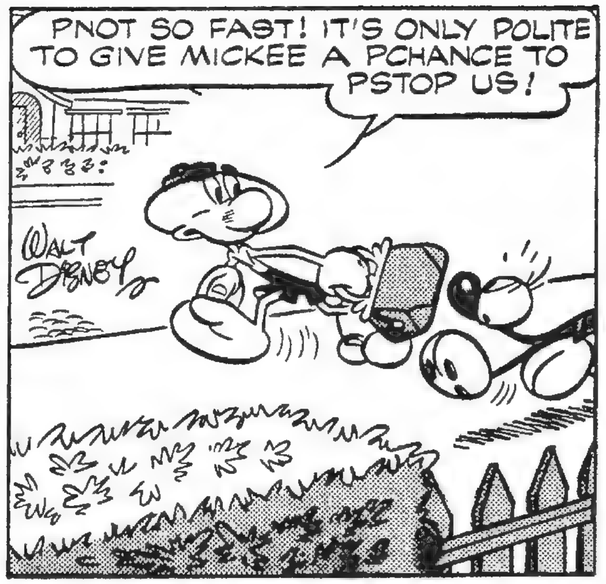
ARE YOU AFRAID TO GO AFTER THIS TREASURE?
PTHAT PDOES IT!
2/8

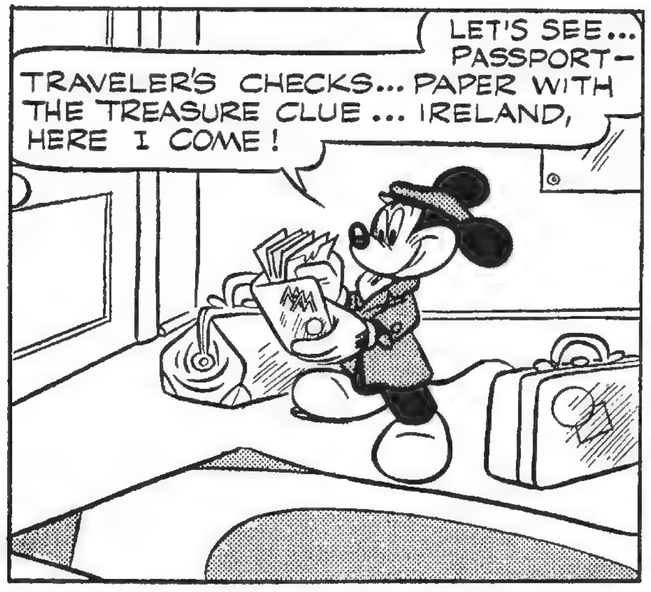
I'M SORRY, EEGA! I SHOULDN'T HAVE SAID THAT!
KOMICS


PGO AHEAD AND PLOOK FOR THE PTREASURE... BUT I PWARN YOU...YOU'RE PTAKING A PFALSE PSTEP!
EEGA!
WALT DISNEY

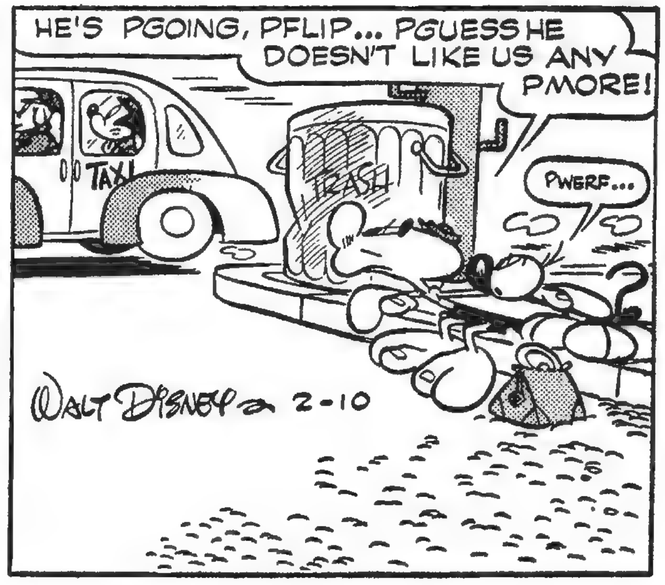

PGOOD-BYE, MICKEE – AND...
PAWK!
WATCH IT!


PNEVER PMIND ABOUT ME... PGO ON YOUR OLD PTREASURE HUNT!
BUT...
2-9

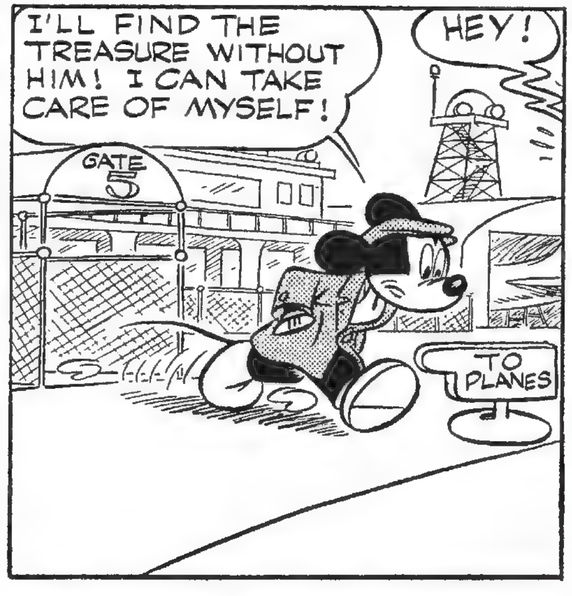

PNOT SO FAST! IT'S ONLY POLITE TO GIVE MICKEE A PCHANCE TO PSTOP US!
WALT DISNEY

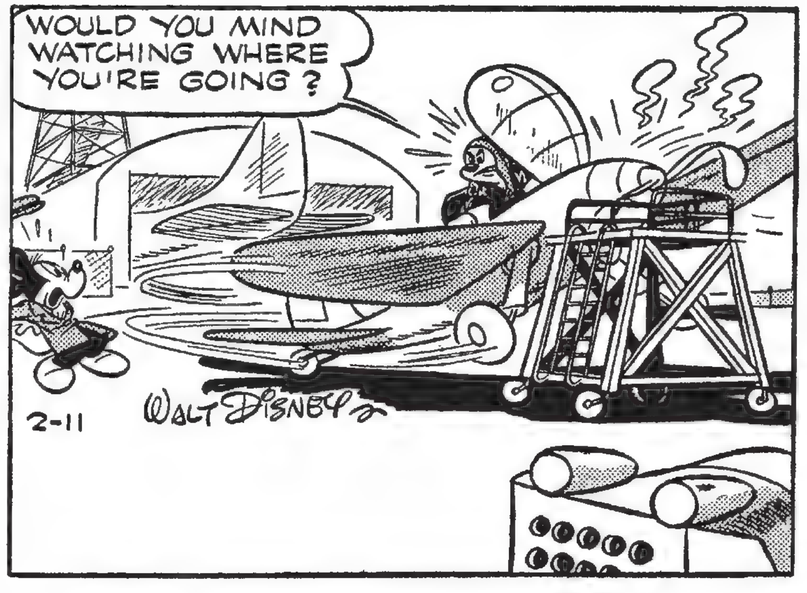

LET'S SEE... PASSPORT – TRAVELER'S CHECKS... PAPER WITH THE TREASURE CLUE... IRELAND, HERE I COME!

IF EEGA BEEVA WON'T COME BACK TO HELP ME LOOK FOR THE MOOOK TREASURE... I'LL GO WITHOUT HIM!
TAXI


HE'S PGOING, PFLIP... PGUESS HE DOESN'T LIKE US ANY PMORE!
PWERF...
TAXI
TRASH
WALT DISNEY 2-10

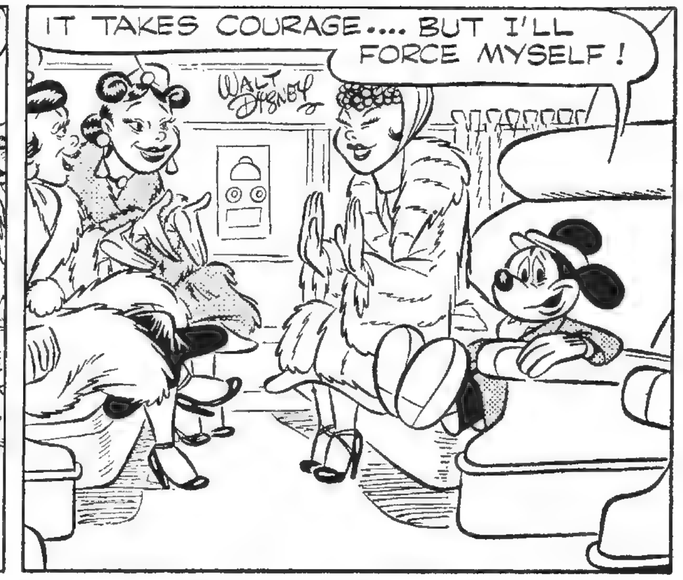
JUST BECAUSE EEGA THINKS THE LOST TREASURE OF MOOOK IS BAD LUCK... WHY SHOULD HE RUN OUT ON ME?
FLIGHT 13! ALL PASSENGERS ABOARD!
ARRIVAL

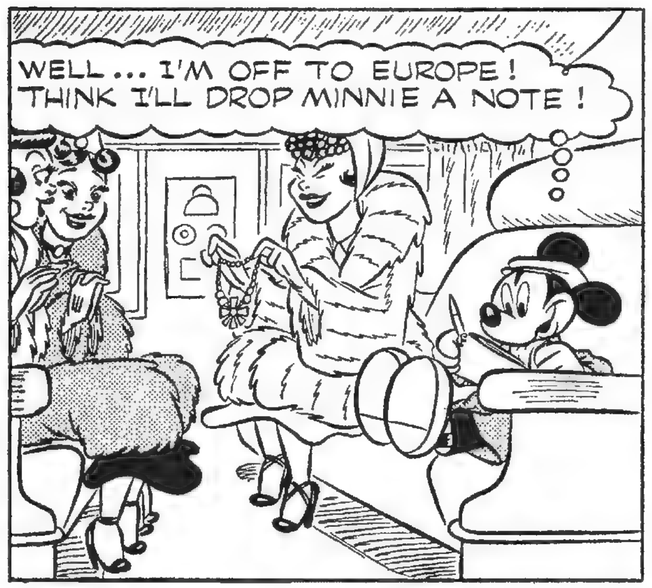

I'LL FIND THE TREASURE WITHOUT HIM! I CAN TAKE CARE OF MYSELF!
HEY!
GATE 5
TO PLANES

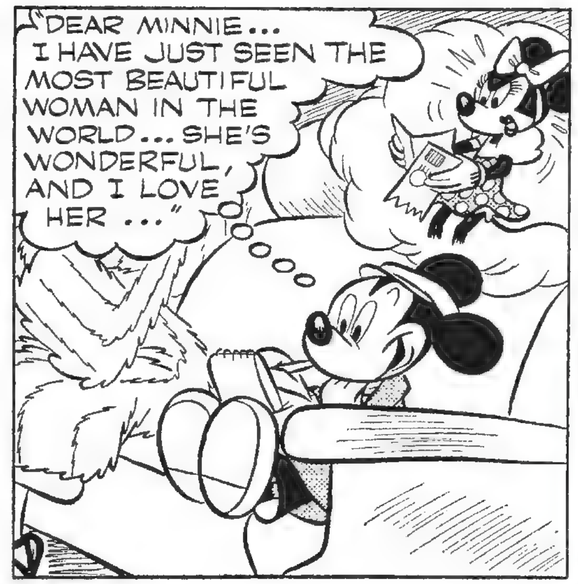

WOULD YOU MIND WATCHING WHERE YOU'RE GOING?
2-11
WALT DISNEY

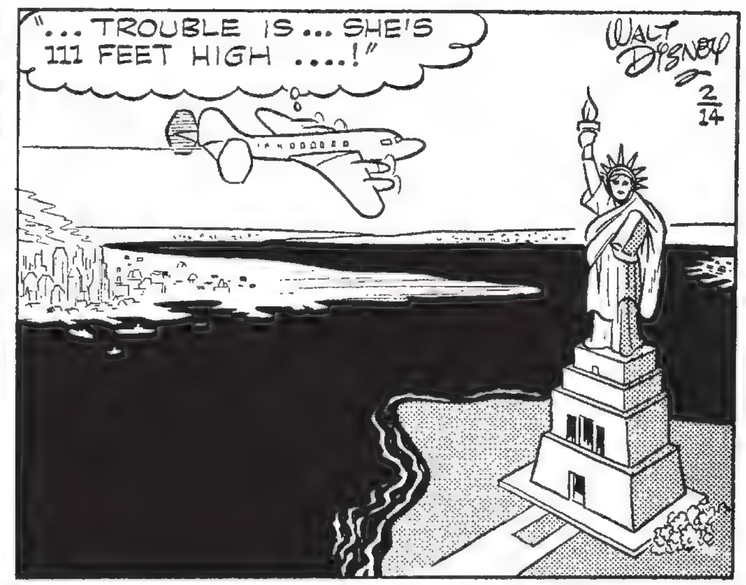
MAYBE EEGA BEEVA'S RIGHT! MAYBE I OUGHT TO FORGET ABOUT THE "LOST TREASURE OF MOOOK" AND GO BACK HOME....!

...OR SHOULD I GO ON TO EUROPE...?
Ballet FRANCE
Ballet FRANCE
2-13


IT TAKES COURAGE.... BUT I'LL FORCE MYSELF!
WALT DISNEY


WELL... I'M OFF TO EUROPE! THINK I'LL DROP MINNIE A NOTE!


"DEAR MINNIE... I HAVE JUST SEEN THE MOST BEAUTIFUL WOMAN IN THE WORLD... SHE'S WONDERFUL, AND I LOVE HER..."

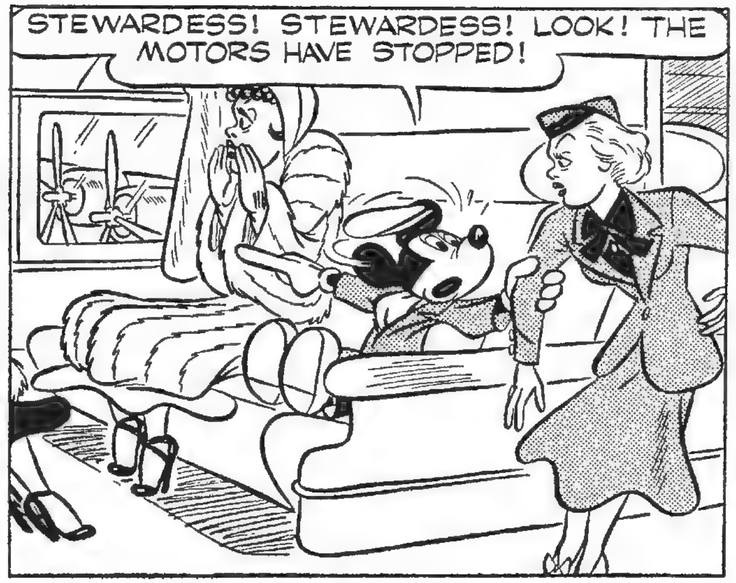

"...TROUBLE IS... SHE'S 111 FEET HIGH....!"
WALT DISNEY
2/14

WELL, I'M OFF TO LOOK FOR THE LOST TREASURE OF MOOOK... DESPITE WHAT EEGA SAYS..
2-15

EEGA SAID SOMETHING TERRIBLE WOULD HAPPEN IF I....
URK!
NOW I GOT YOU...

STOP ANNOYIN' THE PASSENGERS, JUNIOR... OR I'LL TAKE THOSE TOY GUNS AWAY FROM YOU!
AW, GEE, MAW....!
WALT DISNEY

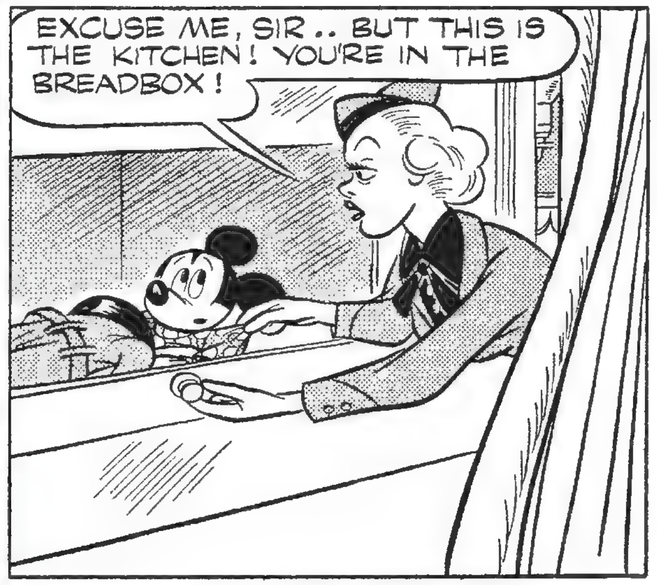
GEE... EEGA BEEVA'S MADE ME NERVOUS WITH HIS TALK OF SOMETHING BAD GOING TO HAPPEN!

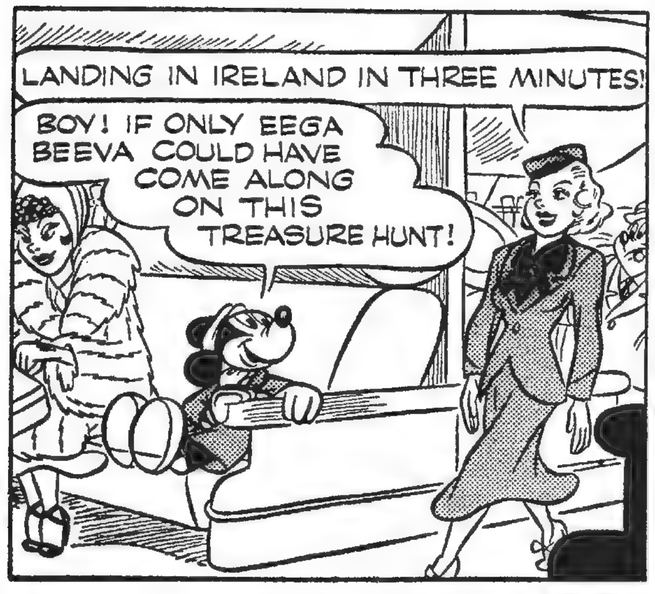

STEWARDESS! STEWARDESS! LOOK! THE MOTORS HAVE STOPPED!

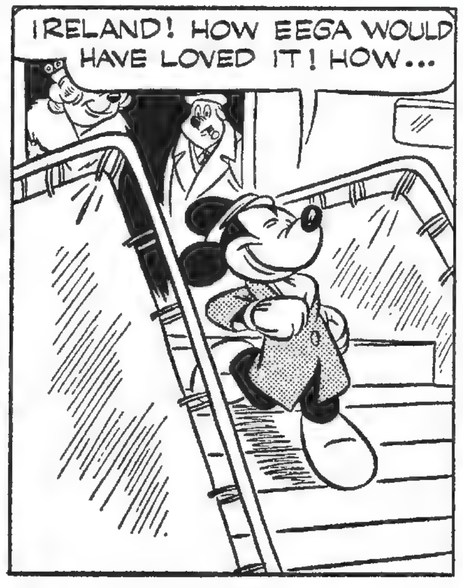
WE'RE ON THE GROUND, SIR! WE STOPPED IN NEWFOUNDLAND TO REFUEL!
OH....
WALT DISNEY
2-16

GEE... THIS AIR LINER IS BIG... THIS LOOKS LIKE MY BERTH!
2/17

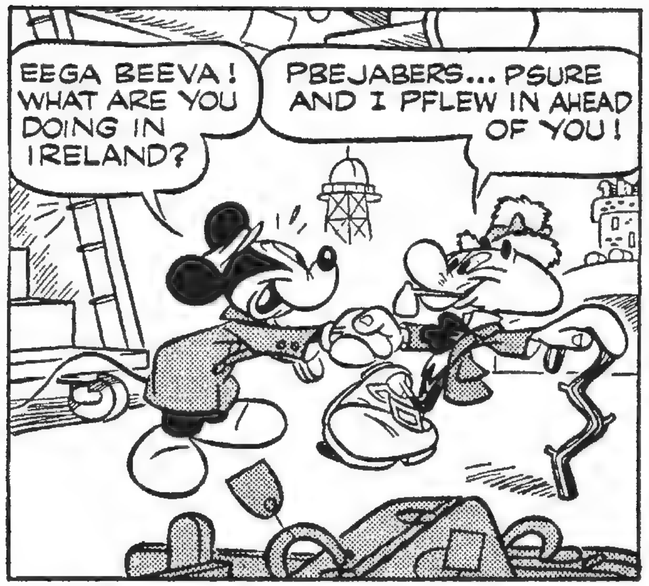
NOW WHERE'S THAT BLANKET? I ...
WALT DISNEY

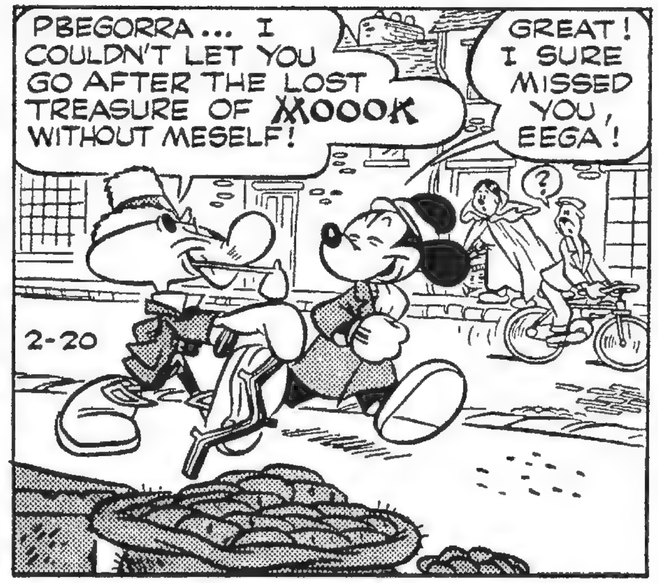

EXCUSE ME, SIR.. BUT THIS IS THE KITCHEN! YOU'RE IN THE BREADBOX!


LANDING IN IRELAND IN THREE MINUTES!
BOY! IF ONLY EEGA BEEVA COULD HAVE COME ALONG ON THIS TREASURE HUNT!

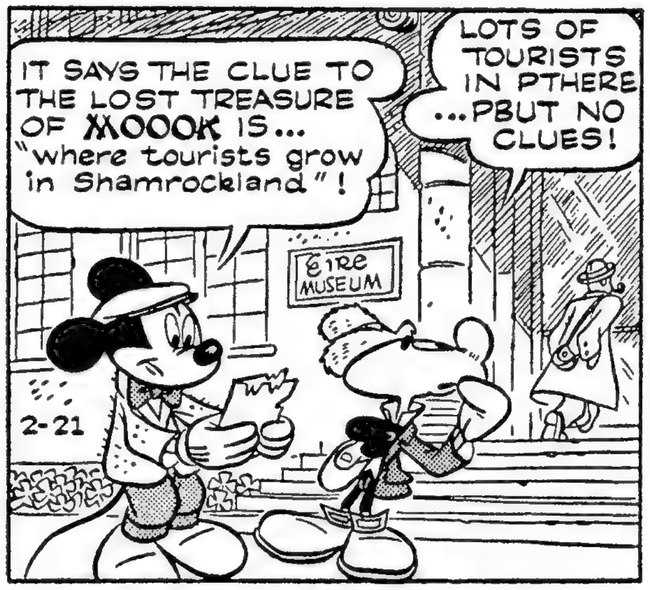

IRELAND! HOW EEGA WOULD HAVE LOVED IT! HOW...

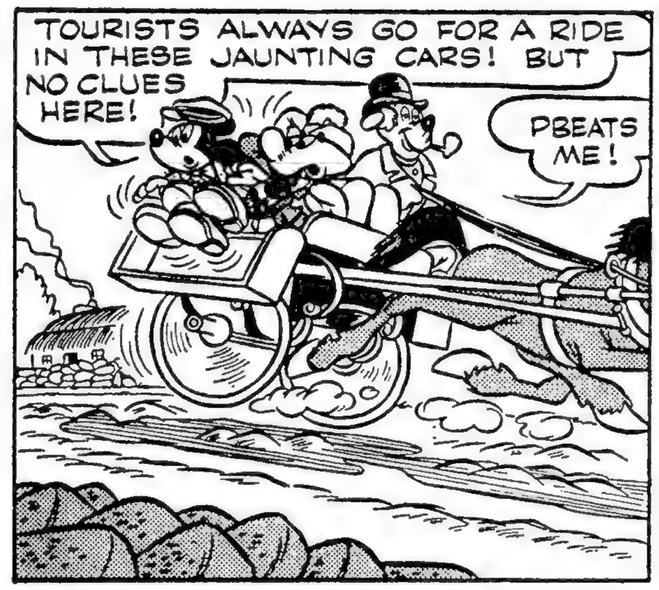
EEGA! IS THAT YOU?
PBEGORRA AND PBEJABBERS! PTHAT IT IS!
2-18
WALT DISNEY


EEGA BEEVA! WHAT ARE YOU DOING IN IRELAND?
PBEJABERS... PSURE AND I PFLEW IN AHEAD OF YOU!

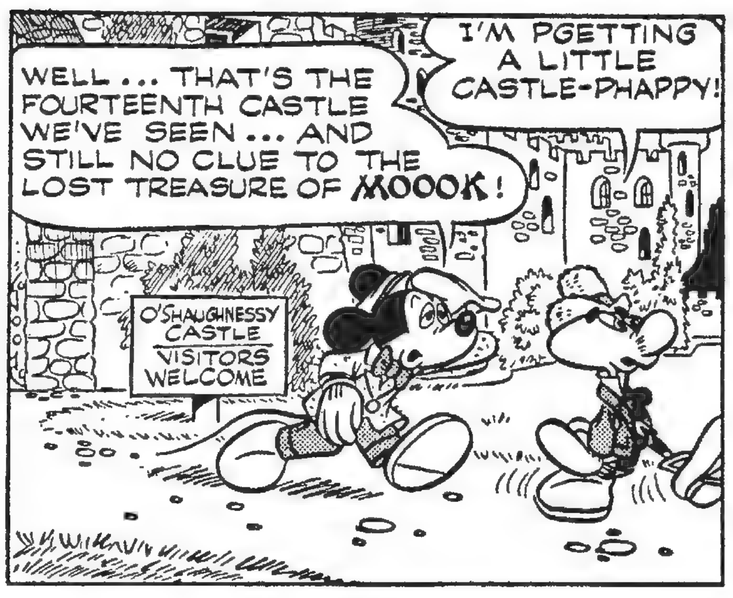

PBEGORRA... I COULDN'T LET YOU GO AFTER THE LOST TREASURE OF MOOOK WITHOUT MESELF!
GREAT! I SURE MISSED YOU, EEGA!
?
2-20

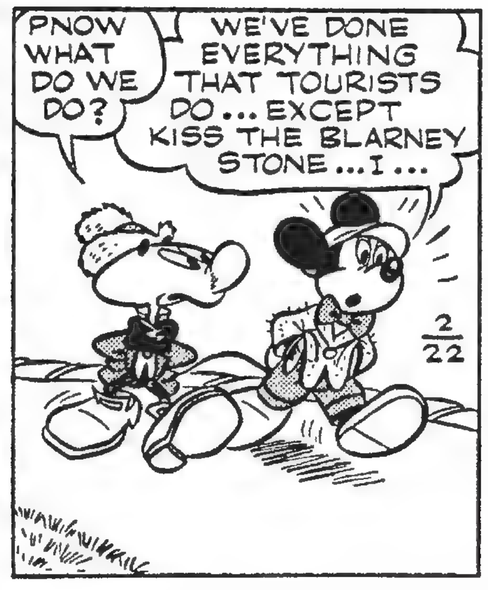
PBEDAD... AND I'M AFTER PTHANKIN' YOU FOR THOSE PKIND WURRDS!
'TIS THE STRANGEST-LOOKIN' IRISHMAN I EVER DID SEE!
WALT DISNEY

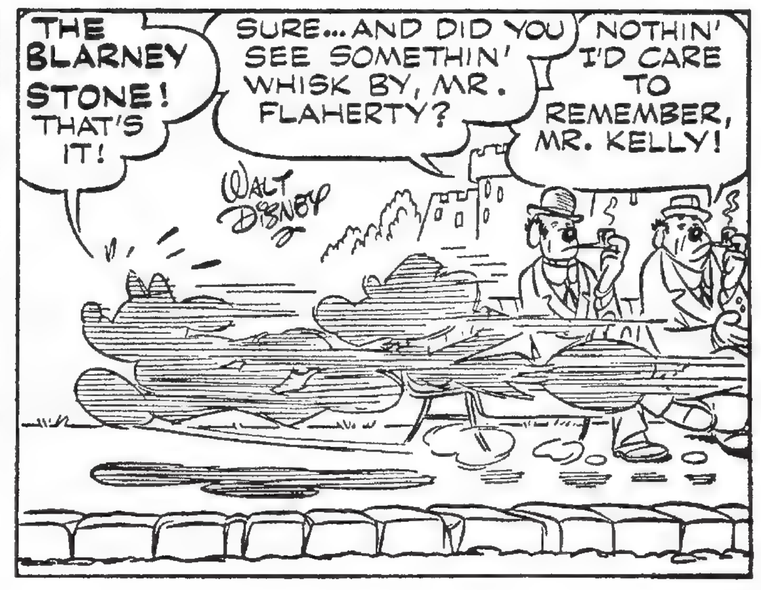

IT SAYS THE CLUE TO THE LOST TREASURE OF MOOOK IS... "where tourists grow in Shamrockland"!
LOTS OF TOURISTS IN PTHERE ...PBUT NO CLUES!
Eire MUSEUM
2-21

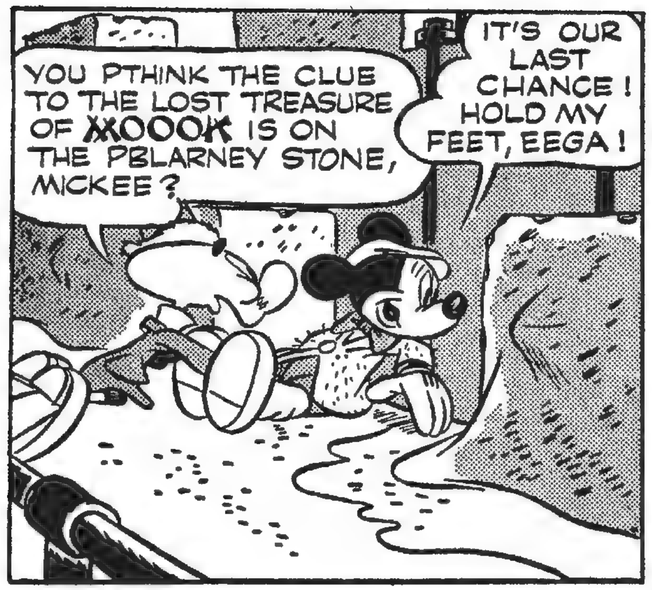

TOURISTS ALWAYS GO FOR A RIDE IN THESE JAUNTING CARS! BUT NO CLUES HERE!
PBEATS ME!

SEE ANYTHING THAT LOOKS LIKE A CLUE YET?
PWHO'S LOOKING?
WALT DISNEY

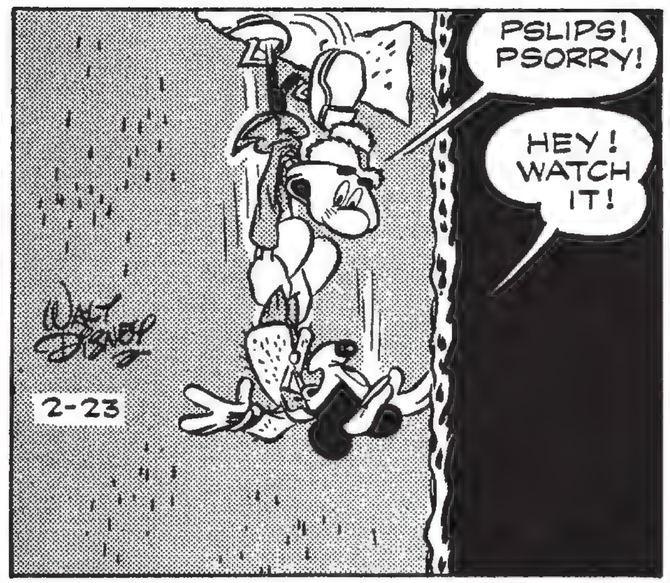

WELL... THAT'S THE FOURTEENTH CASTLE WE'VE SEEN... AND STILL NO CLUE TO THE LOST TREASURE OF MOOOK!
I'M PGETTING A LITTLE CASTLE-PHAPPY!
O'SHAUGHNESSY CASTLE VISITORS WELCOME


PNOW WHAT DO WE DO?
WE'VE DONE EVERYTHING THAT TOURISTS DO... EXCEPT KISS THE BLARNEY STONE...I...
2/22


THE BLARNEY STONE! THAT'S IT!
SURE...AND DID YOU SEE SOMETHIN' WHISK BY, MR. FLAHERTY?
NOTHIN' I'D CARE TO REMEMBER, MR. KELLY!
WALT DISNEY

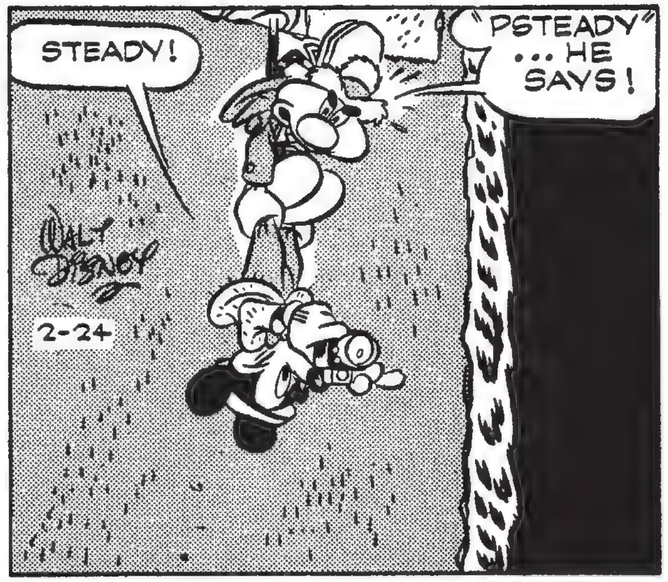

YOU PTHINK THE CLUE TO THE LOST TREASURE OF MOOOK IS ON THE PBLARNEY STONE, MICKEE?
IT'S OUR LAST CHANCE! HOLD MY FEET, EEGA!

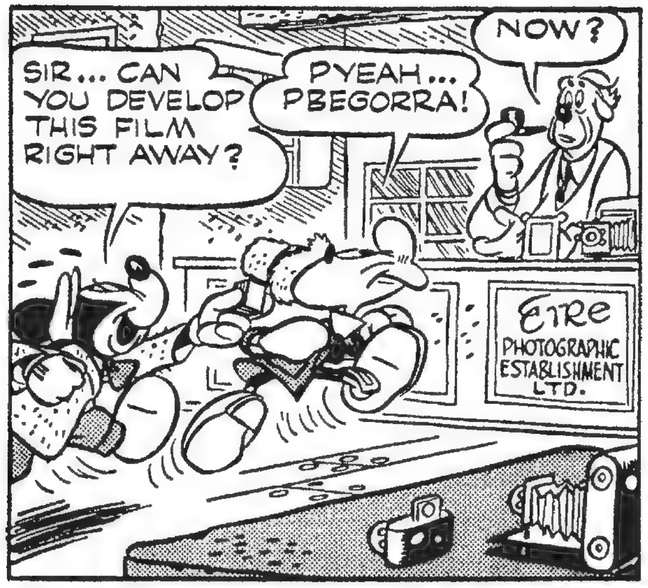
PSEE ANYTHING, MICKEE?
NOT A THING!

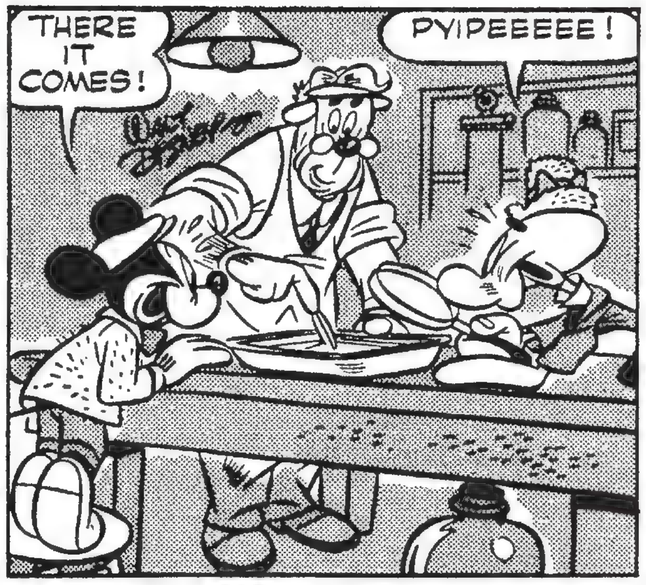

PSLIPS! PSORRY!
HEY! WATCH IT!
2-23

PSORRY, MICKEE! I PSLIPPED!
WAIT A MINUTE! THERE'S SOMETHING WRITTEN HERE BELOW THE BLARNEY STONE!

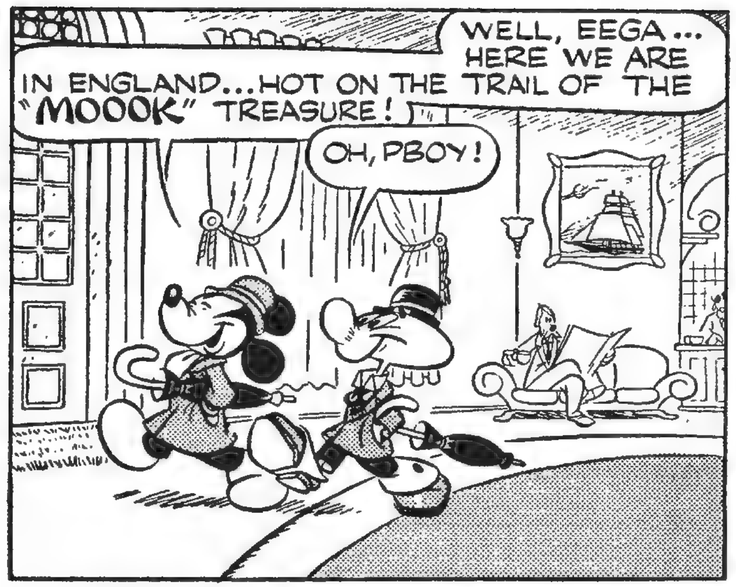
I CAN'T READ IT! IT'S UPSIDE DOWN! I MEAN ... I'M UPSIDE DOWN!
HOW ABOUT YOUR POCKET PCAMERA?

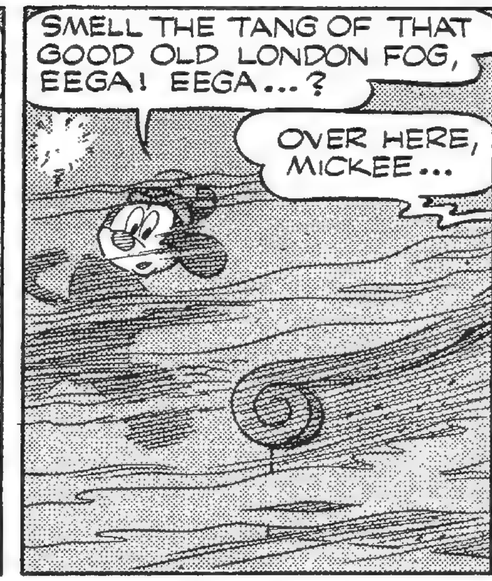

STEADY!
"PSTEADY" ... HE SAYS!
2-24

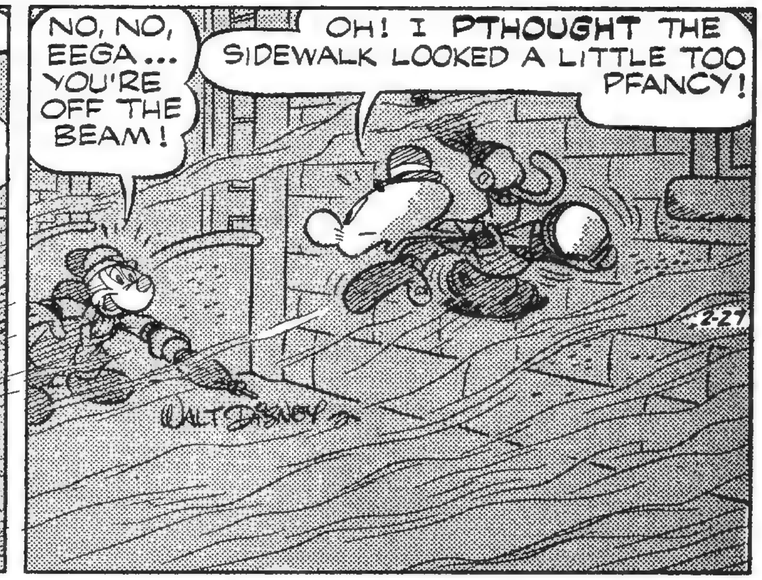

SIR... CAN YOU DEVELOP THIS FILM RIGHT AWAY?
PYEAH... PBEGORRA!
NOW?
EIRE PHOTOGRAPHIC ESTABLISHMENT LTD.

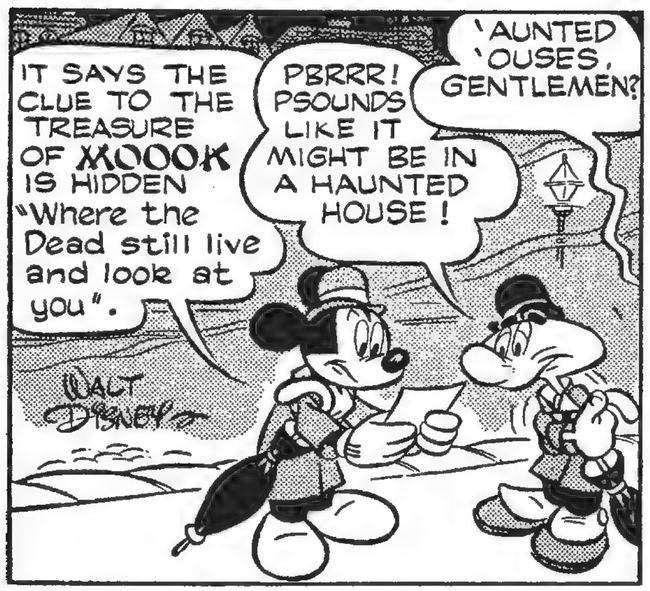

THERE IT COMES!
PYIPEEEEE!

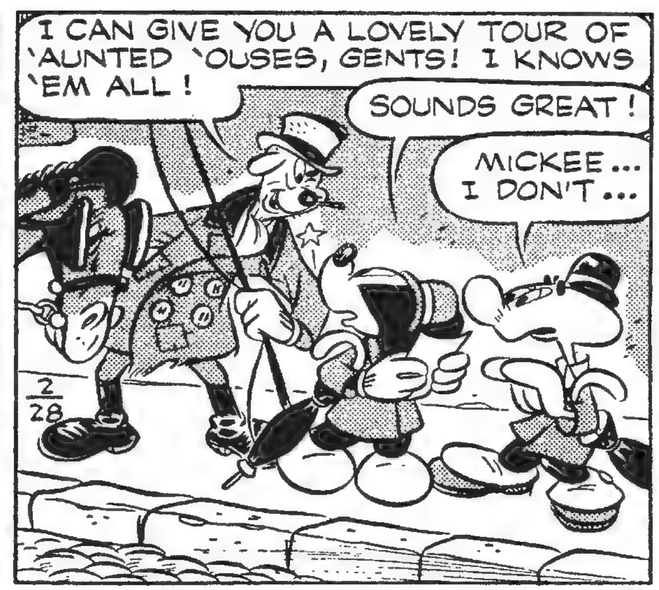
The Mark
In London Town... Seek out the clue Where the Dead still live... And look at you!
LONDON! MIGOSH... THE TRAIL OF THE TREASURE LEADS TO ENGLAND!
2/25

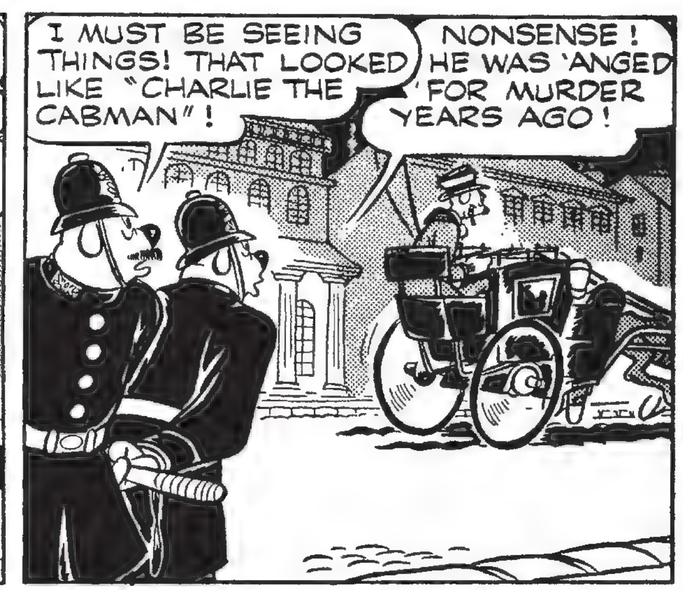

WELL, EEGA... HERE WE ARE IN ENGLAND...HOT ON THE TRAIL OF THE "MOOOK" TREASURE!
OH, PBOY!


SMELL THE TANG OF THAT GOOD OLD LONDON FOG, EEGA! EEGA...?
OVER HERE, MICKEE...

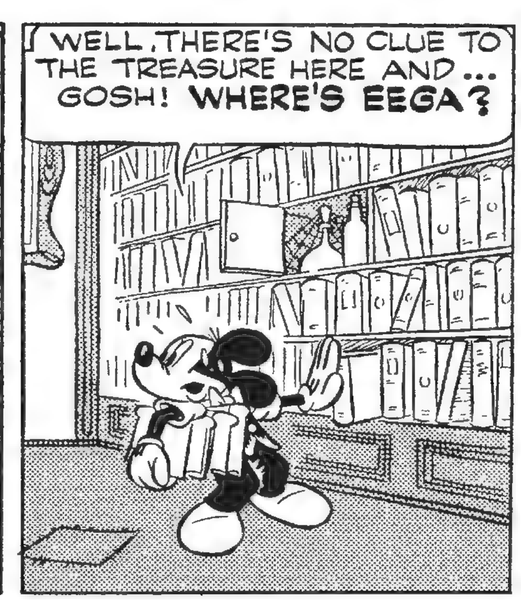

NO, NO, EEGA... YOU'RE OFF THE BEAM!
OH! I PTHOUGHT THE SIDEWALK LOOKED A LITTLE TOO PFANCY!
2-27
WALT DISNEY

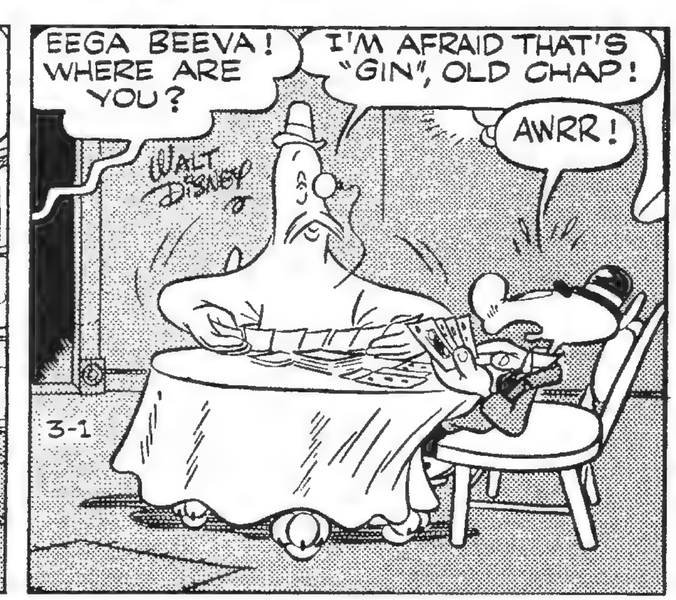

IT SAYS THE CLUE TO THE TREASURE OF MOOOK IS HIDDEN "Where the Dead still live and look at you".
PBRRR! PSOUNDS LIKE IT MIGHT BE IN A HAUNTED HOUSE!
'AUNTED 'OUSES, GENTLEMEN?
WALT DISNEY


I CAN GIVE YOU A LOVELY TOUR OF 'AUNTED 'OUSES, GENTS! I KNOWS 'EM ALL!
SOUNDS GREAT!
MICKEE... I DON'T...
2-28

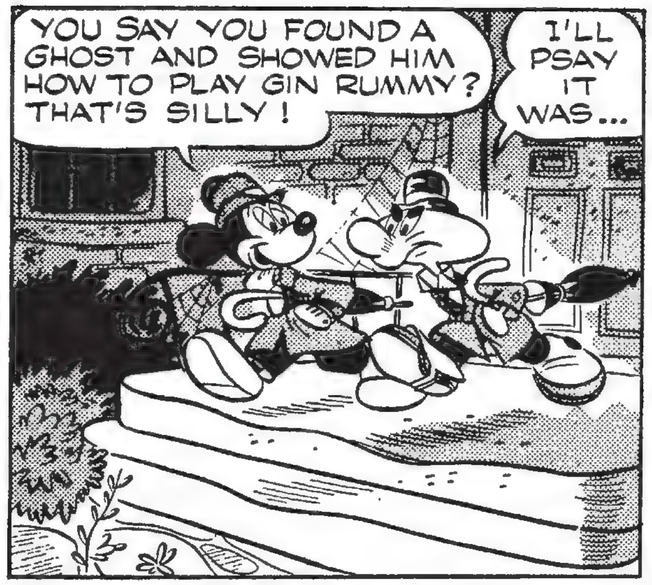

I MUST BE SEEING THINGS! THAT LOOKED LIKE "CHARLIE THE CABMAN"!
NONSENSE! HE WAS 'ANGED FOR MURDER YEARS AGO!

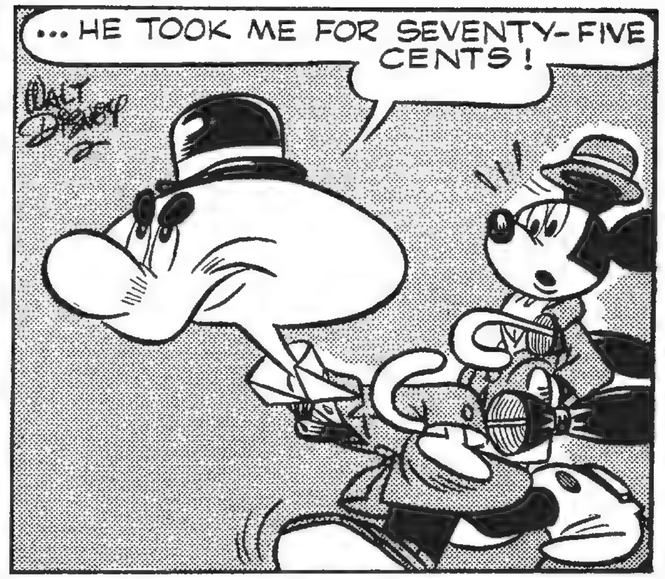
NOW 'ERE'S 'ERKIMER 'ALL.... A VERY NICE 'AUNTED 'OUSE! THERE'S BEEN ANY NUMBER OF LOVELY MURDERS DONE 'ERE!
OKAY, EEGA! LET'S GO!
HERKIMER HALL ADMISSION 1 SHILLING


WELL, THERE'S NO CLUE TO THE TREASURE HERE AND... GOSH! WHERE'S EEGA?

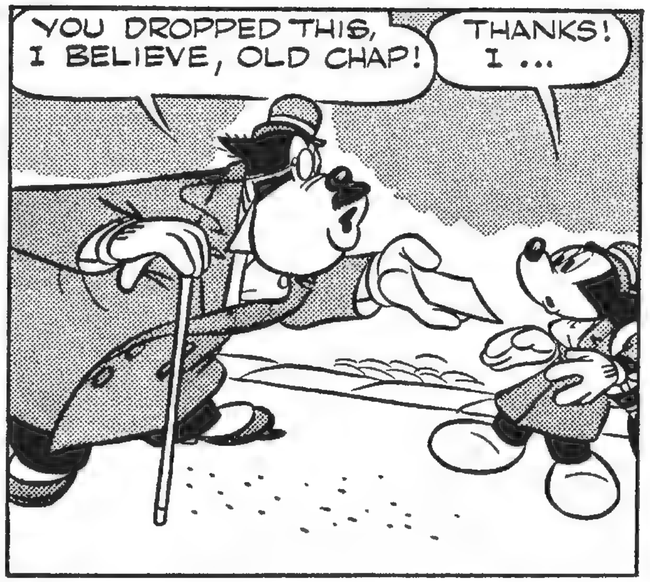

EEGA BEEVA! WHERE ARE YOU?
I'M AFRAID THAT'S "GIN", OLD CHAP!
AWRR!
WALT DISNEY
3-1

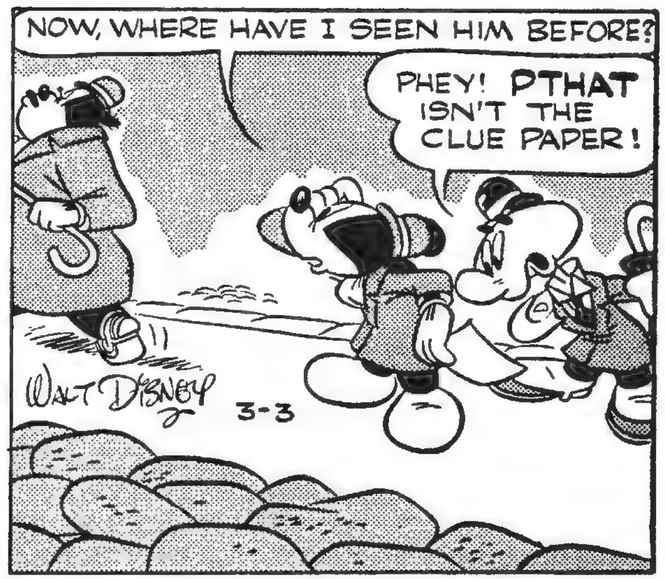
EEGA BEEVA! WHERE ARE YOU?
GIN!
PTHAT DID IT!
3-2


YOU SAY YOU FOUND A GHOST AND SHOWED HIM HOW TO PLAY GIN RUMMY? THAT'S SILLY!
I'LL PSAY IT WAS...


...HE TOOK ME FOR SEVENTY-FIVE CENTS!
WALT DISNEY

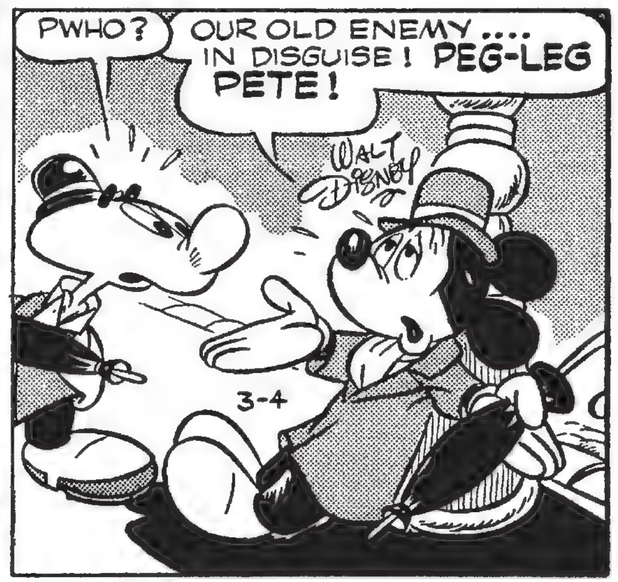
THE TREASURE CLUE SAYS, LOOK "Where the Dead still live and look at you"....
PHEY!
DREADFULLY SORRY!

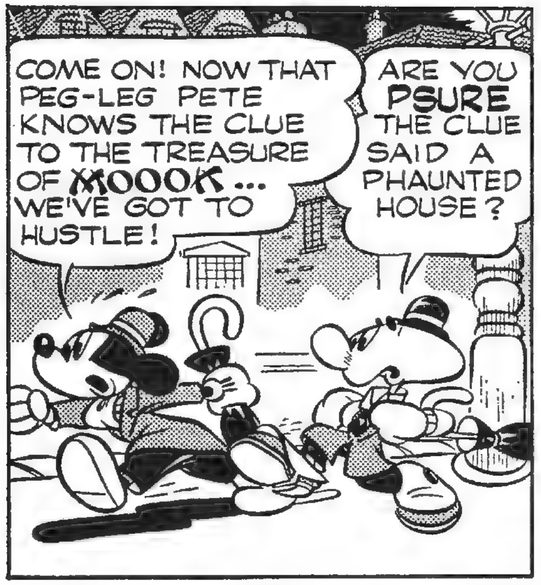

YOU DROPPED THIS, I BELIEVE, OLD CHAP!
THANKS! I ...

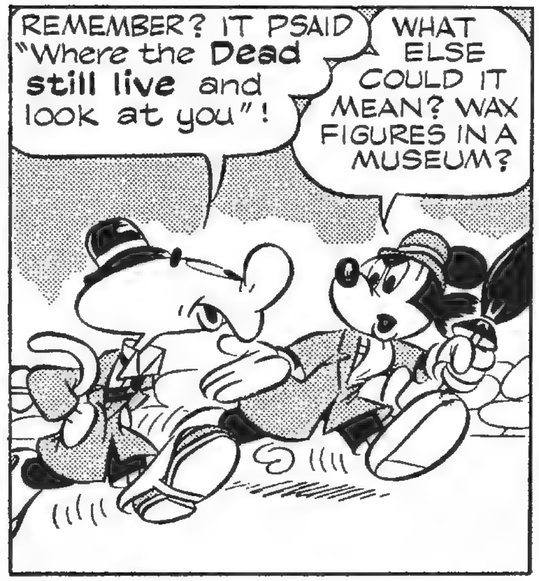

NOW, WHERE HAVE I SEEN HIM BEFORE?
PHEY! PTHAT ISN'T THE CLUE PAPER!
WALT DISNEY
3-3

WAIT! YOU'VE GOT THE WRONG PAPER!
PHEY, BUD!

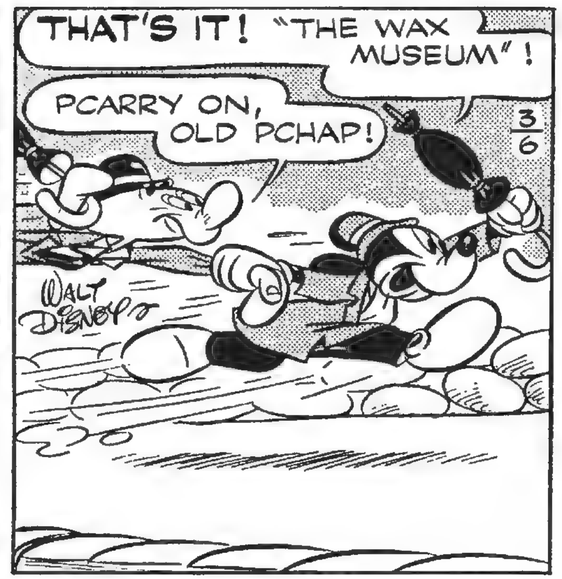
PGONE INTO PTHIN AIR! AND WITH OUR CLUE TO THE TREASURE!
I JUST REALIZED WHO THAT WAS....!


PWHO?
OUR OLD ENEMY.... IN DISGUISE! PEG-LEG PETE!
WALT DISNEY
3-4

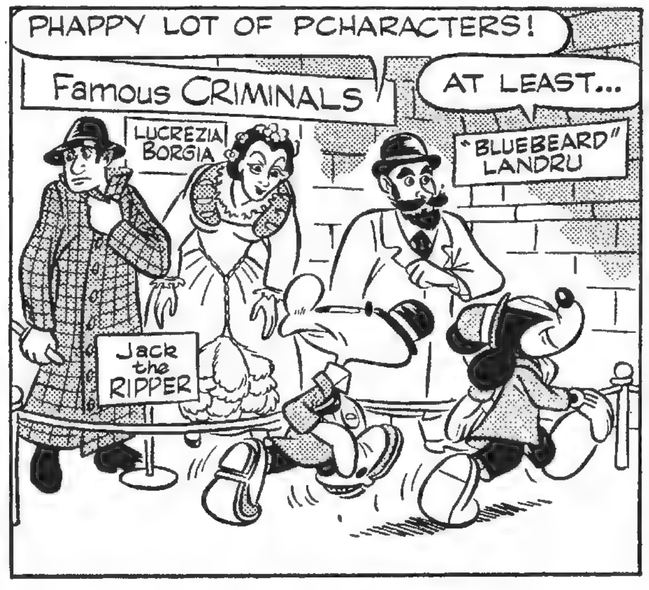

COME ON! NOW THAT PEG-LEG PETE KNOWS THE CLUE TO THE TREASURE OF MOOOK... WE'VE GOT TO HUSTLE!
ARE YOU PSURE THE CLUE SAID A PHAUNTED HOUSE?

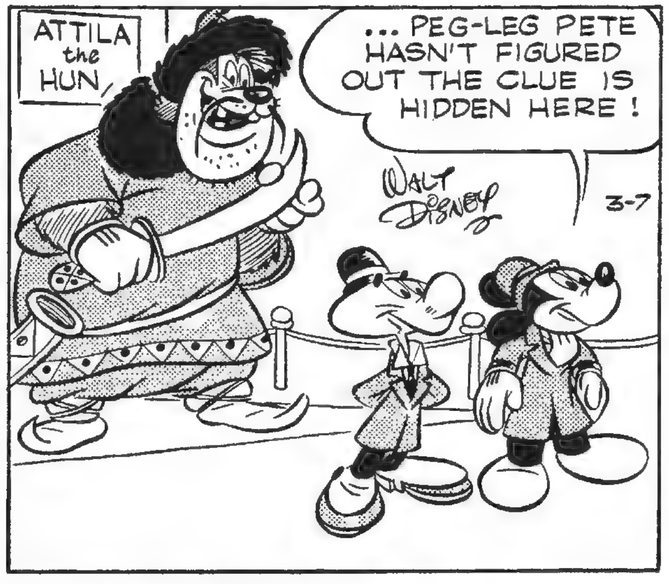

REMEMBER? IT PSAID "Where the Dead still live and look at you"!
WHAT ELSE COULD IT MEAN? WAX FIGURES IN A MUSEUM?

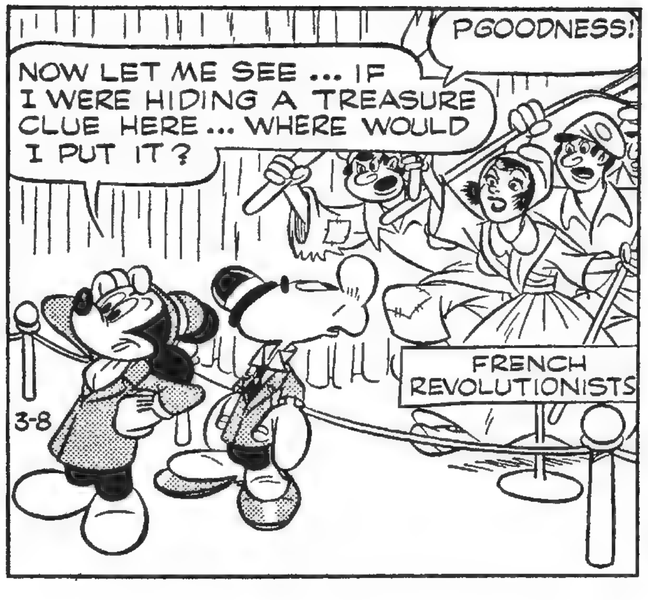
WHAT DID I SAY?

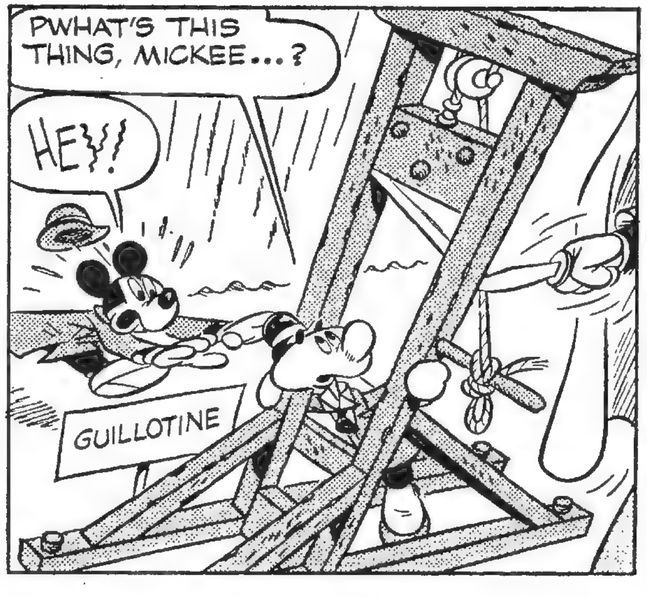

THAT'S IT! "THE WAX MUSEUM"!
PCARRY ON, OLD PCHAP!
3/6
WALT DISNEY

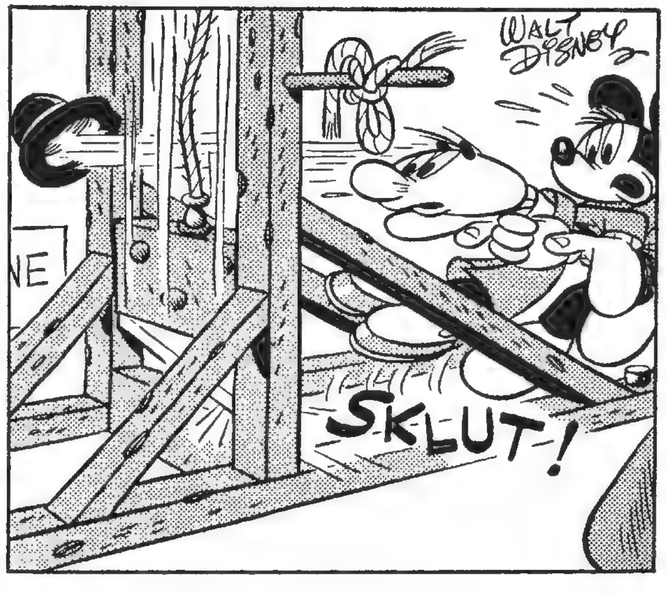
MME. HUSSAUD'S WAX MUSEUM
HOURS 10 A.M. TO 10 P.M.
Admission ADULTS 1/6 CHILDREN 6d.
MME. HUSSAUDS WAX MUSEUM
I'M SURE THE CLUE TO THE TREASURE IS HIDDEN HERE, EEGA!
PQUITE SO!

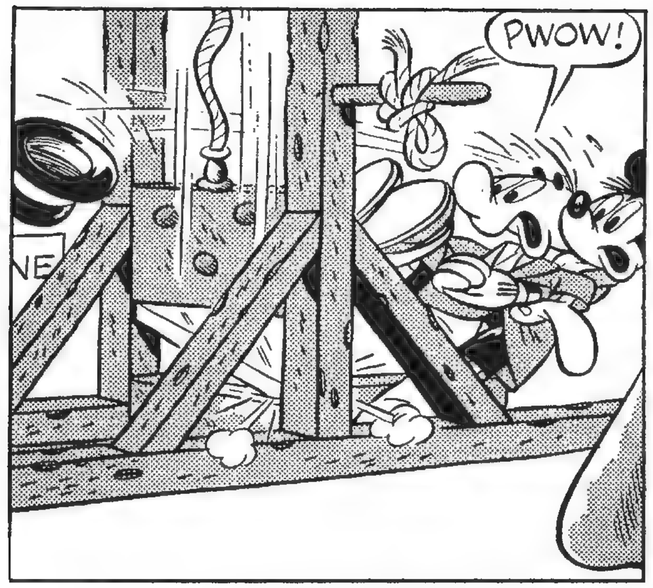

PHAPPY LOT OF PCHARACTERS!
Famous CRIMINALS
AT LEAST...
LUCREZIA BORGIA
"BLUEBEARD" LANDRU
Jack the RIPPER

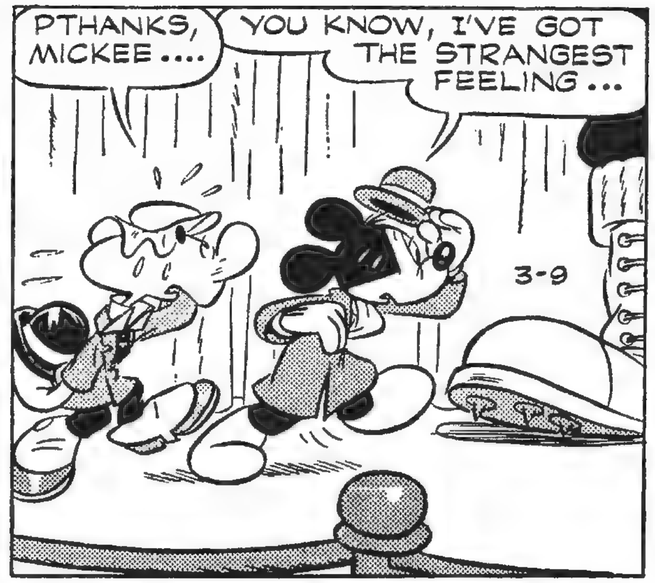

ATTILA the HUN
... PEG-LEG PETE HASN'T FIGURED OUT THE CLUE IS HIDDEN HERE!
WALT DISNEY
3-7


PGOODNESS!
NOW LET ME SEE ... IF I WERE HIDING A TREASURE CLUE HERE ... WHERE WOULD I PUT IT?
FRENCH REVOLUTIONISTS
3-8

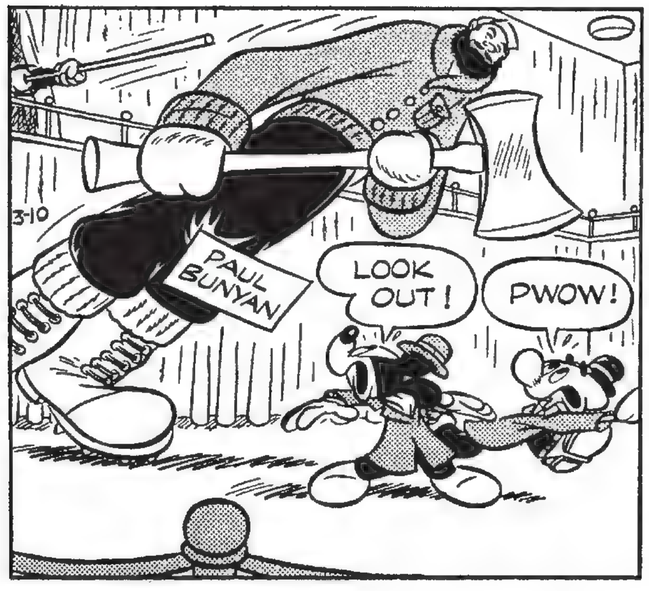

PWHAT'S THIS THING, MICKEE...?
HEY!
GUILLOTINE

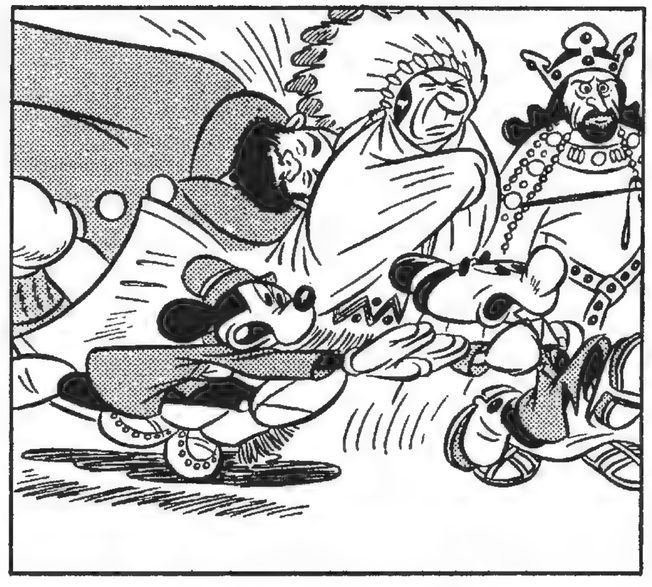

WALT DISNEY
SKLUT!

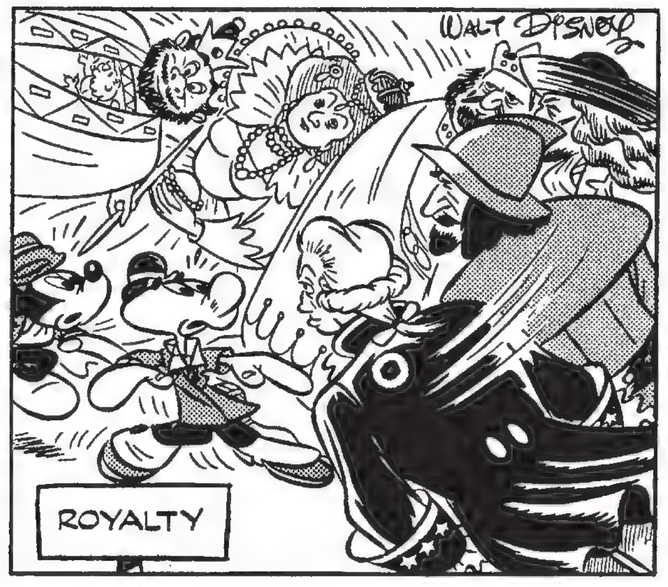

PWOW!


PTHANKS, MICKEE....
YOU KNOW, I'VE GOT THE STRANGEST FEELING...
3-9

I FEEL AS THOUGH SOMEONE'S HERE WHO DOESN'T LIKE US...!
PAUL BUNYAN
WALT DISNEY


3-10
PAUL BUNYAN
LOOK OUT!
PWOW!




WALT DISNEY
ROYALTY

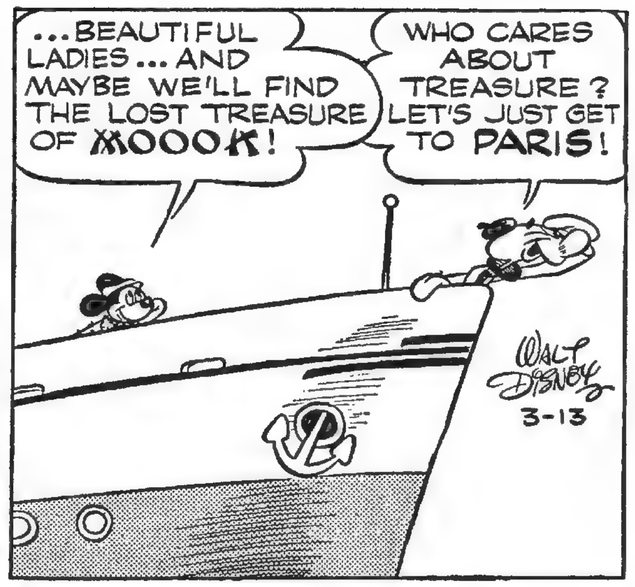
EXCUSE ME, PLADY!
ROYALTY
3-11

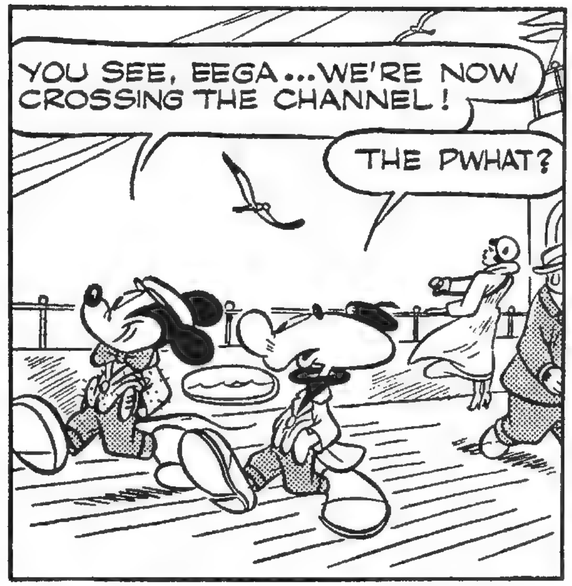
WHAT'S THAT?
PWHAT'S PWHAT?

THE CLUE! THE TREASURE CLUE! I ALWAYS WONDERED WHAT HE WAS HIDING IN THERE!
WALT DISNEY

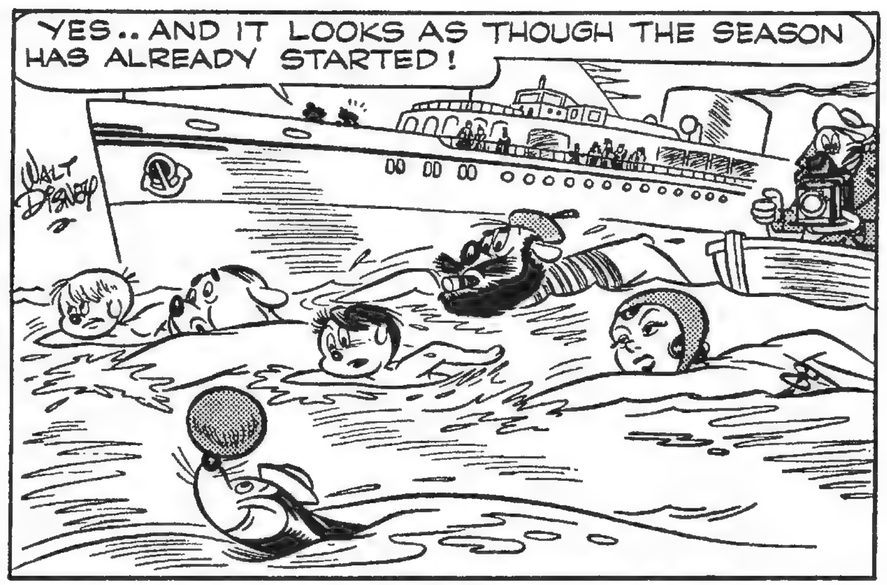
THE TREASURE CLUE! IT SAYS: "To find the Treasure of MOOOK you must scour 'neath the shadow of the Eiffel Tower"!
EIFFEL PTOWER! PBOY! PARIS!

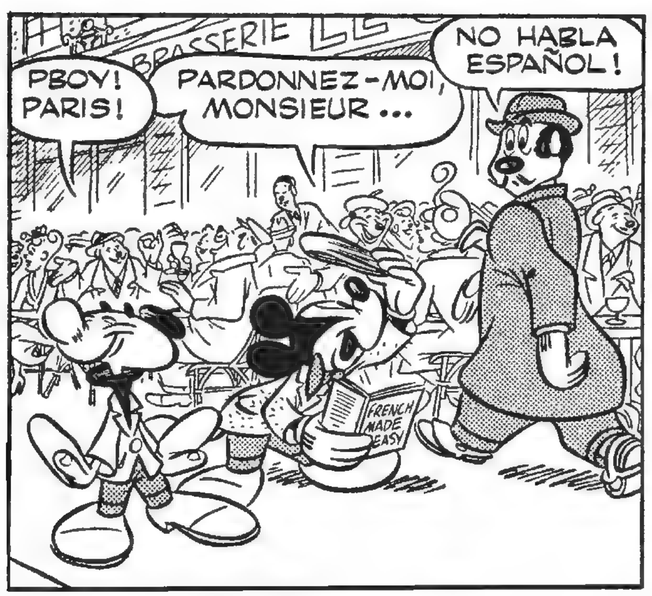
IMAGINE.. PARIS! CAFÉS... CATHEDRALS... THE LEFT BANK...
THE ROOFTOPS... THE SEWERS...


...BEAUTIFUL LADIES... AND MAYBE WE'LL FIND THE LOST TREASURE OF MOOOK!
WHO CARES ABOUT TREASURE? LET'S JUST GET TO PARIS!
WALT DISNEY
3-13

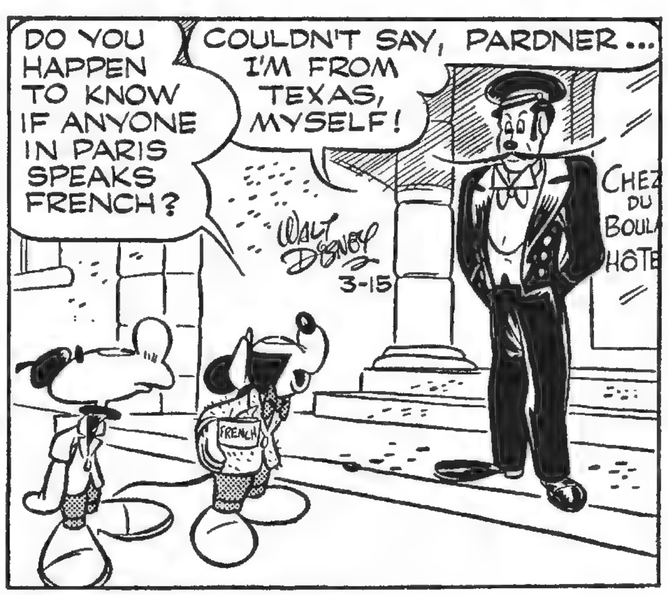

YOU SEE, EEGA...WE'RE NOW CROSSING THE CHANNEL!
THE PWHAT?

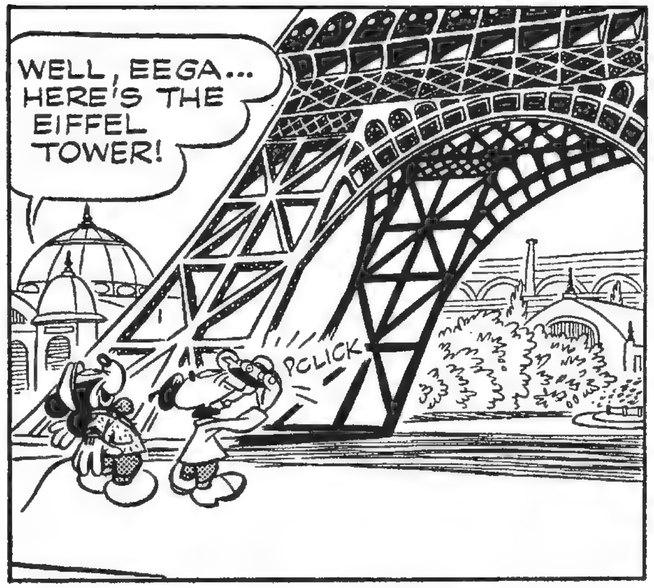
THE ENGLISH CHANNEL... BETWEEN FRANCE AND ENGLAND!
OH... THE ONE EVERYONE PTRIES TO PSWIM?
3-14

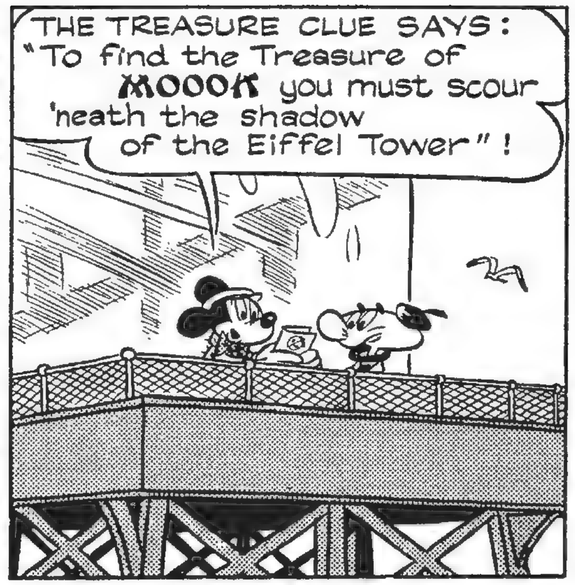

YES.. AND IT LOOKS AS THOUGH THE SEASON HAS ALREADY STARTED!
WALT DISNEY

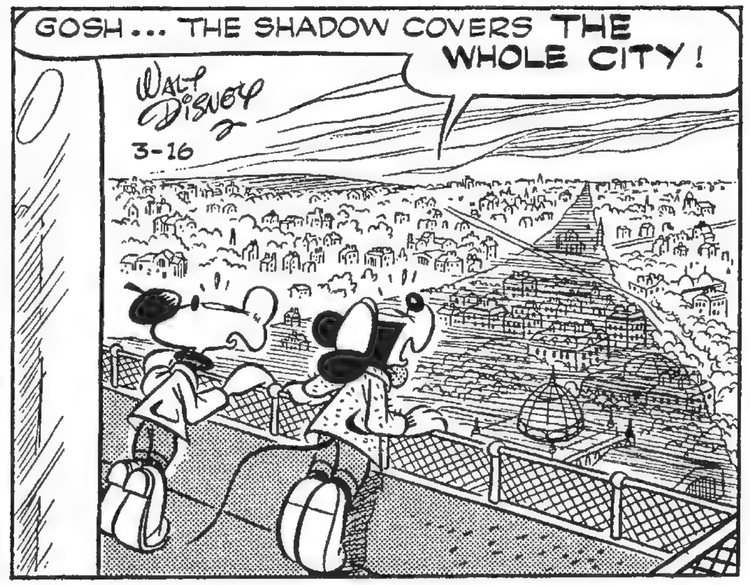

BRASSERIE
PBOY! PARIS!
PARDONNEZ-MOI, MONSIEUR...
NO HABLA ESPAÑOL!
FRENCH MADE EASY

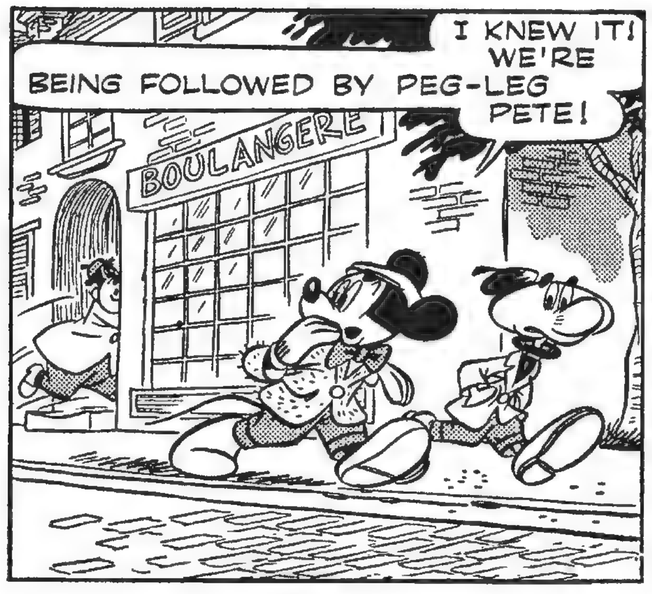
PARDONNEZ-MOI....
NYET!
NYET!
FRENCH MADE EASY


DO YOU HAPPEN TO KNOW IF ANYONE IN PARIS SPEAKS FRENCH?
COULDN'T SAY, PARDNER... I'M FROM TEXAS, MYSELF!
WALT DISNEY
3-15
FRENCH


WELL, EEGA... HERE'S THE EIFFEL TOWER!
PCLICK

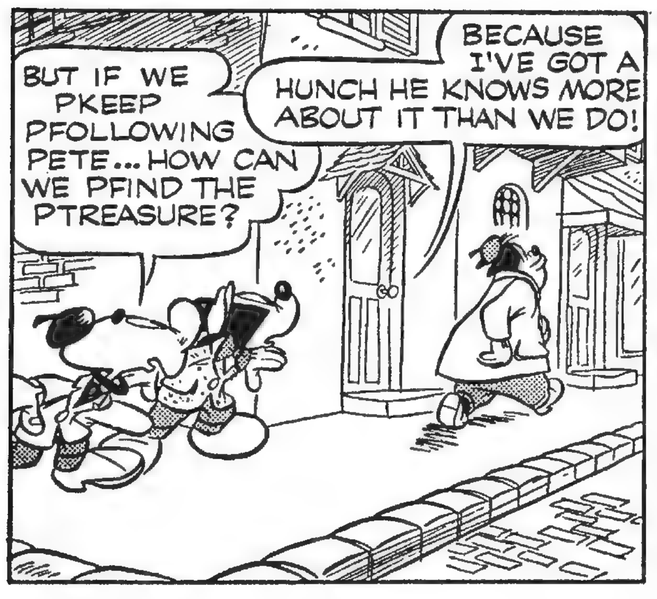

THE TREASURE CLUE SAYS: "To find the Treasure of MOOOK you must scour 'neath the shadow of the Eiffel Tower"!

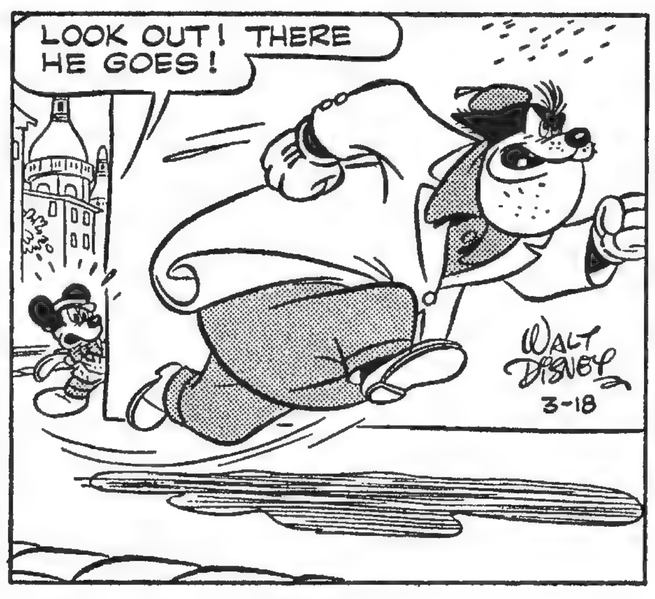

GOSH... THE SHADOW COVERS THE WHOLE CITY!
WALT DISNEY
3-16

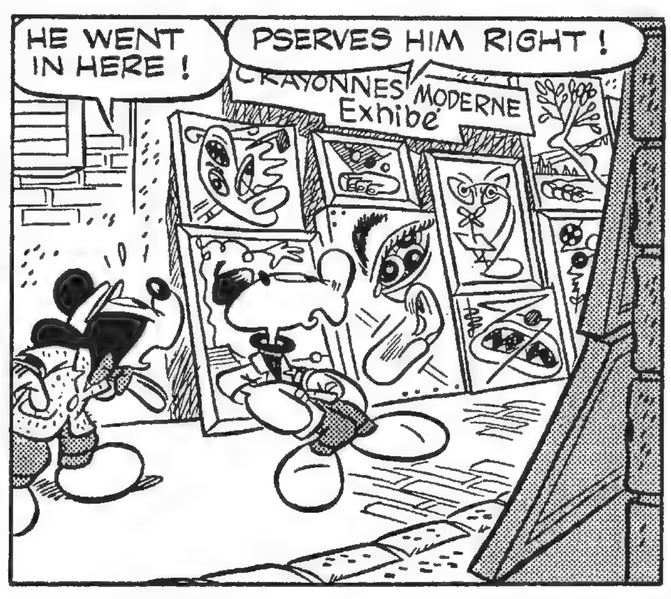

I KNEW IT! WE'RE BEING FOLLOWED BY PEG-LEG PETE!
BOULANGERE

PETE'S LIKE A BLOODHOUND! HOW CAN WE SHAKE HIM OFF?
PSIMPLE...
Mlle. BEAUTARIE en La MORTE ROUGE
3-17

WALT DISNEY
WE'LL PFOLLOW PETE!
COIFFEUR -POUR- DAMES

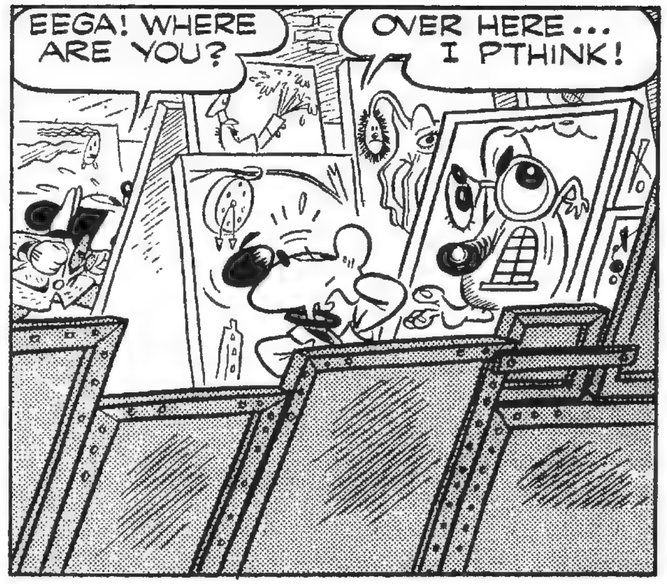

BUT IF WE PKEEP PFOLLOWING PETE... HOW CAN WE PFIND THE PTREASURE?
BECAUSE I'VE GOT A HUNCH HE KNOWS MORE ABOUT IT THAN WE DO!

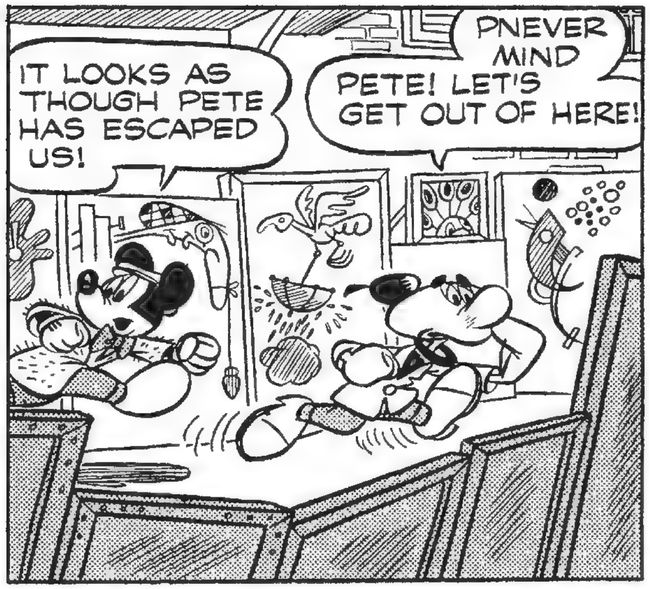

LOOK OUT! THERE HE GOES!
WALT DISNEY
3-18


HE WENT IN HERE!
PSERVES HIM RIGHT!
CRAYONNES MODERNE
Exhibé

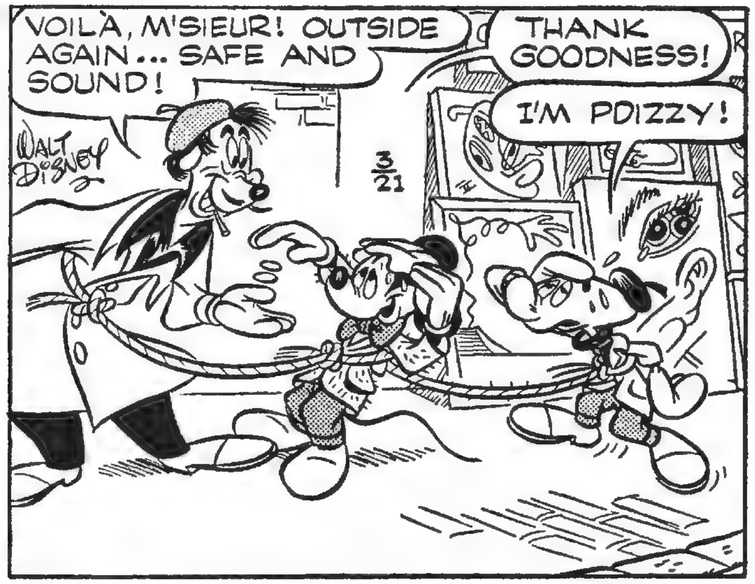
PEG-LEG PETE! HE WENT IN THERE!
PGOSH!
Exhibe
WALT DISNEY
3-20

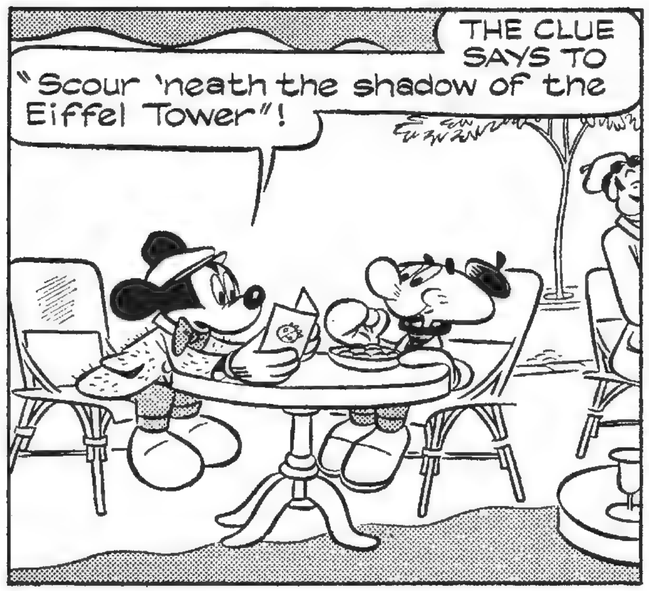
LET'S GO!

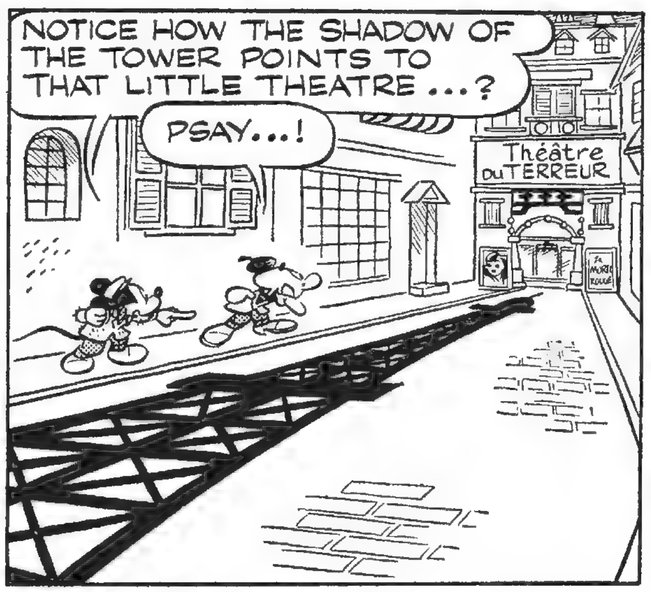

EEGA! WHERE ARE YOU?
OVER HERE... I PTHINK!

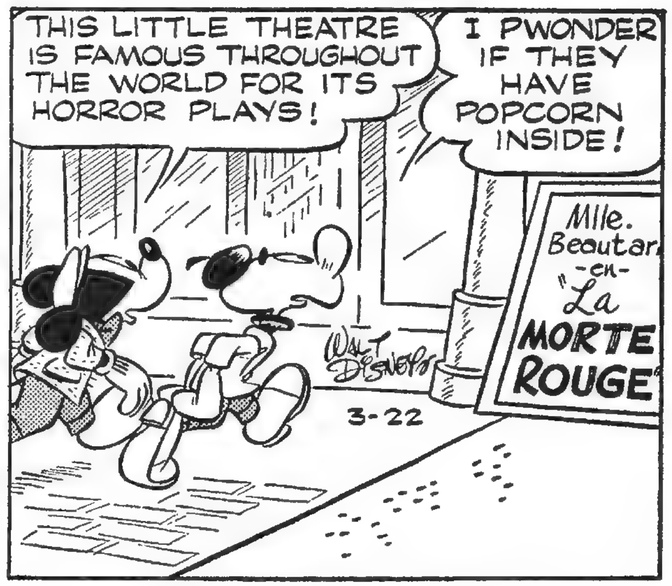

IT LOOKS AS THOUGH PETE HAS ESCAPED US!
PNEVER MIND PETE! LET'S GET OUT OF HERE!

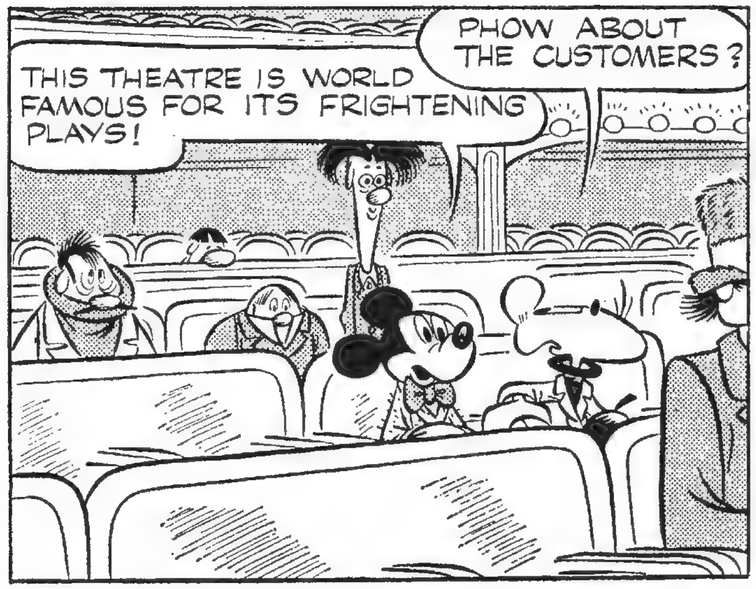
GOSH..IT'S LIKE A JUNGLE!
I'M PGETTING WOOFED!
ITCHING PALM


VOILÀ, M'SIEUR! OUTSIDE AGAIN... SAFE AND SOUND!
THANK GOODNESS!
I'M PDIZZY!
WALT DISNEY
3/21

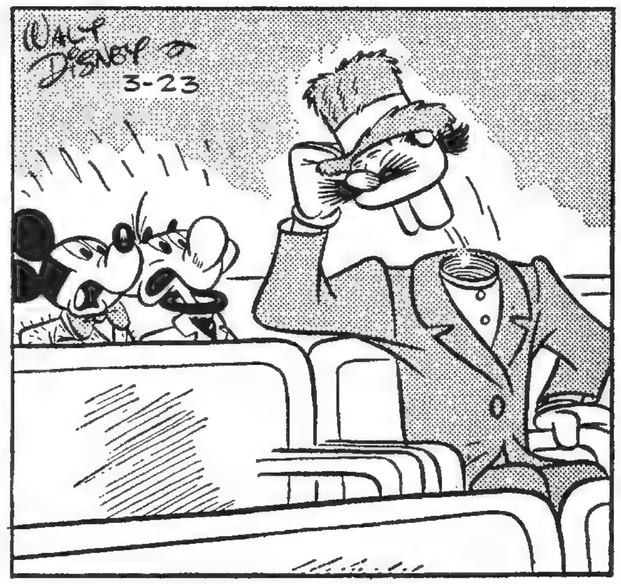

THE CLUE SAYS TO
"Scour 'neath the shadow of the Eiffel Tower"!

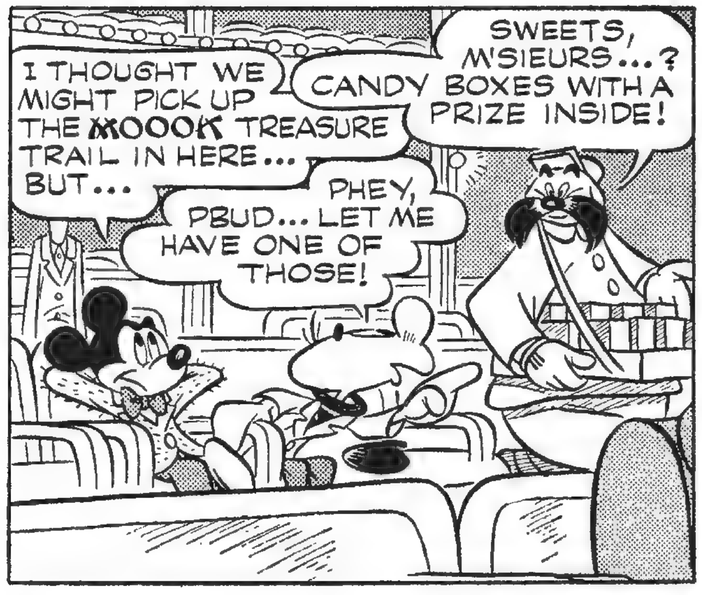

NOTICE HOW THE SHADOW OF THE TOWER POINTS TO THAT LITTLE THEATRE...?
PSAY...!
Théâtre du TERREUR


THIS LITTLE THEATRE IS FAMOUS THROUGHOUT THE WORLD FOR ITS HORROR PLAYS!
I PWONDER IF THEY HAVE POPCORN INSIDE!
Mlle. Beautar -en- "La MORTE ROUGE"
WALT DISNEY
3-22

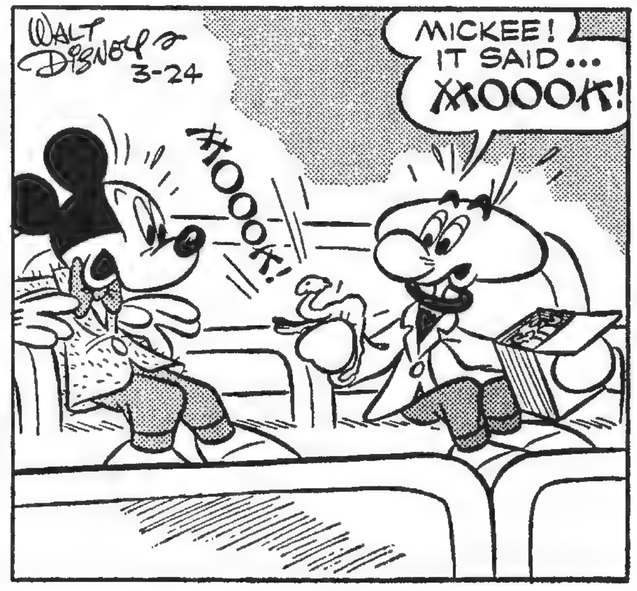

THIS THEATRE IS WORLD FAMOUS FOR ITS FRIGHTENING PLAYS!
PHOW ABOUT THE CUSTOMERS?

EXCUSE ME, FRIEND... PWOULD YOU PMIND REMOVING YOUR PHAT?
BUT CERTAINLY, M'SIEUR....

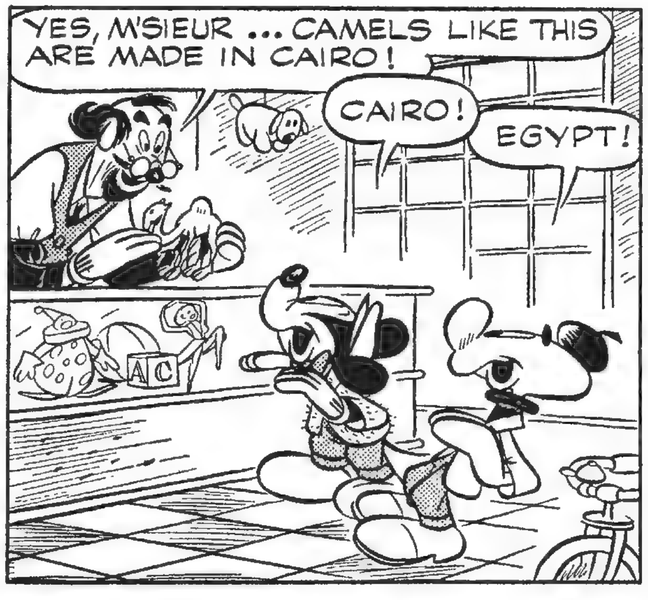

WALT DISNEY
3-23


I THOUGHT WE MIGHT PICK UP THE MOOOK TREASURE TRAIL IN HERE... BUT...
SWEETS, M'SIEURS...? CANDY BOXES WITH A PRIZE INSIDE!
PHEY, PBUD... LET ME HAVE ONE OF THOSE!

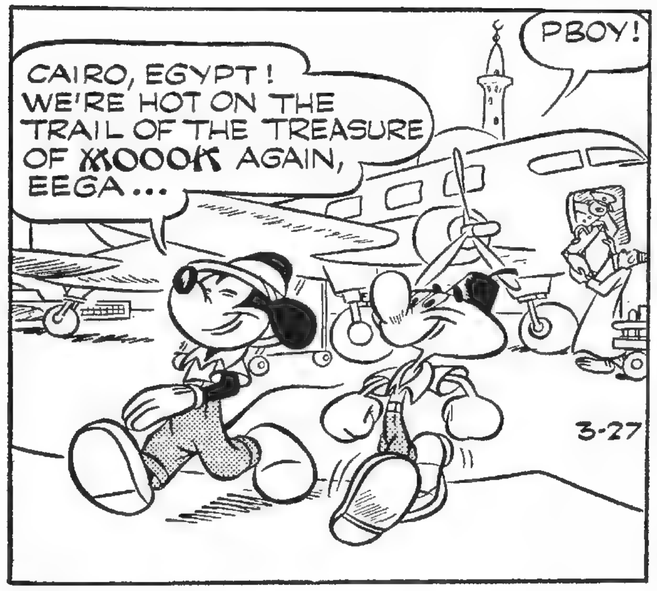
GUESS WE MIGHT AS WELL GO HOME!
PGEE... A PTOY PCAMEL!

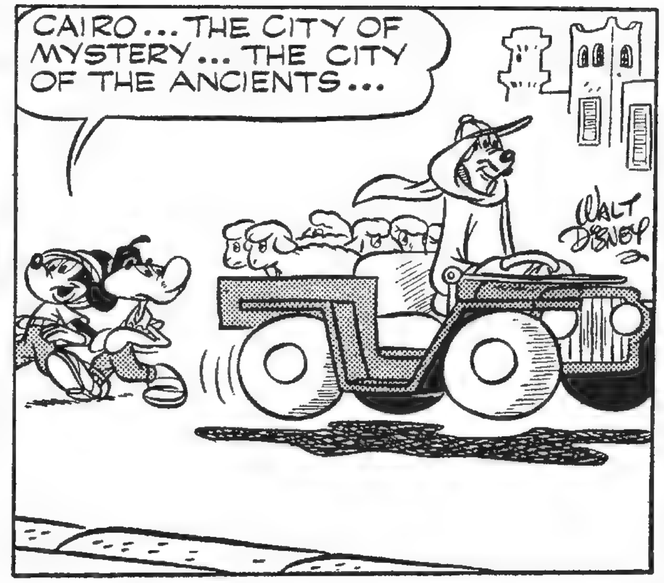

WALT DISNEY
3-24
MICKEE! IT SAID... MOOOK!
MOOOK!

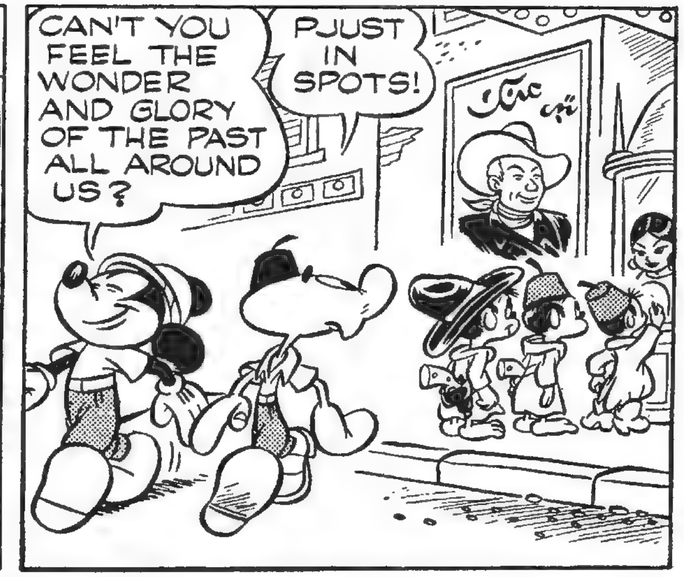
AND LOOK! THERE'S THE MARK OF "MOOOK" ON IT!
THE CANDY SELLER! HE'S GONE!
MOOOK!

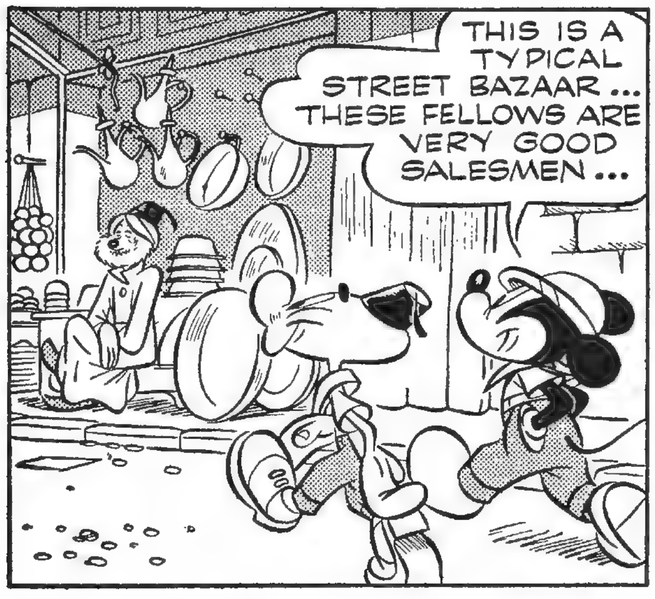

YES, M'SIEUR ... CAMELS LIKE THIS ARE MADE IN CAIRO!
CAIRO!
EGYPT!

WELL ... WE'RE OFF TO FIND THE MOOOK TREASURE IN CAIRO!
I PJUST WISH WE'D STAY IN ONE PLACE LONG ENOUGH FOR OUR LAUNDRY TO PCATCH UP WITH US!
WALT DISNEY
3/25

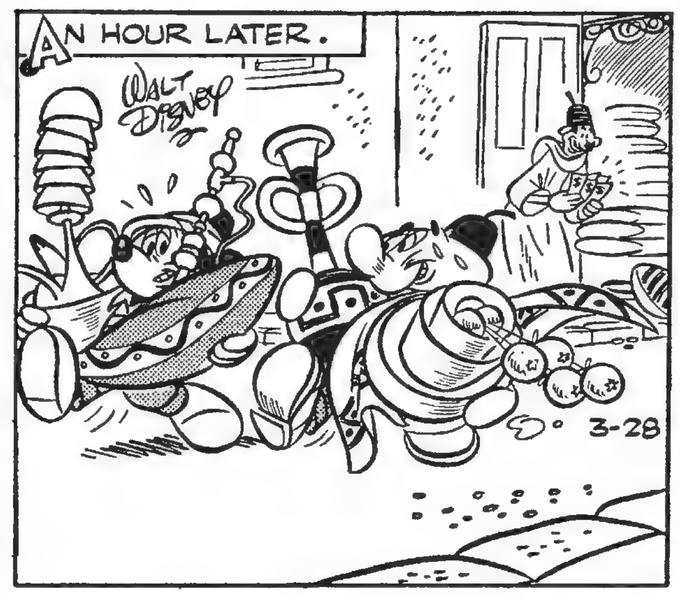

CAIRO, EGYPT! WE'RE HOT ON THE TRAIL OF THE TREASURE OF MOOOK AGAIN, EEGA...
PBOY!
3-27

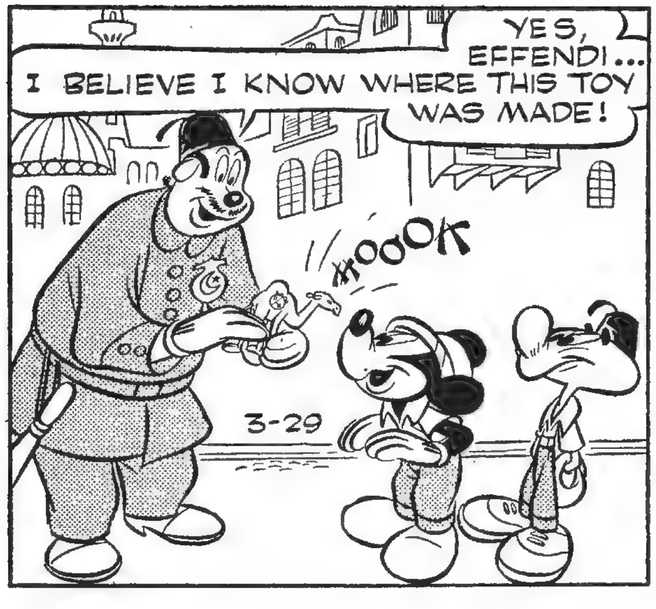

CAIRO...THE CITY OF MYSTERY... THE CITY OF THE ANCIENTS...
WALT DISNEY


CAN'T YOU FEEL THE WONDER AND GLORY OF THE PAST ALL AROUND US?
PJUST IN SPOTS!

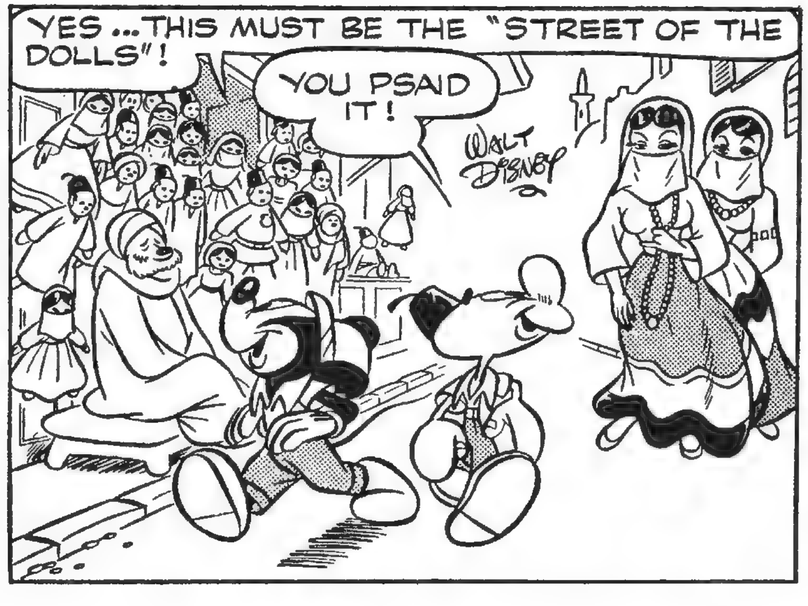

THIS IS A TYPICAL STREET BAZAAR... THESE FELLOWS ARE VERY GOOD SALESMEN...

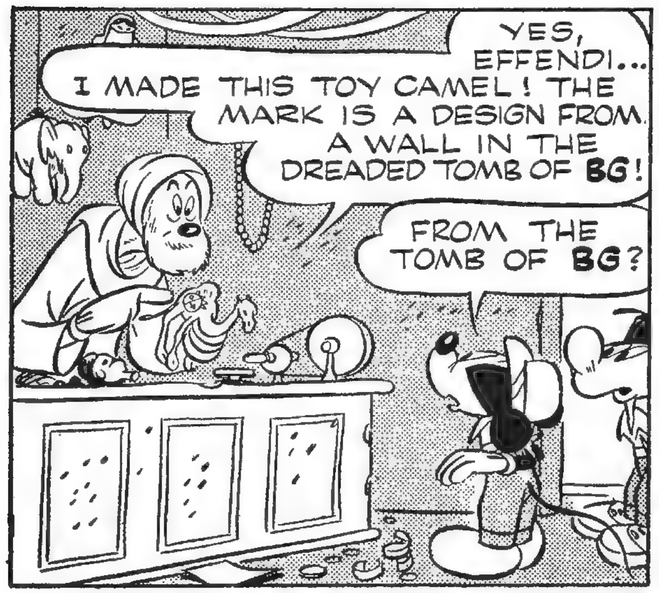
NOW BE CAREFUL...OR THEY'RE LIABLE TO SELL YOU SOMETHING!
PDON'T PWORRY!

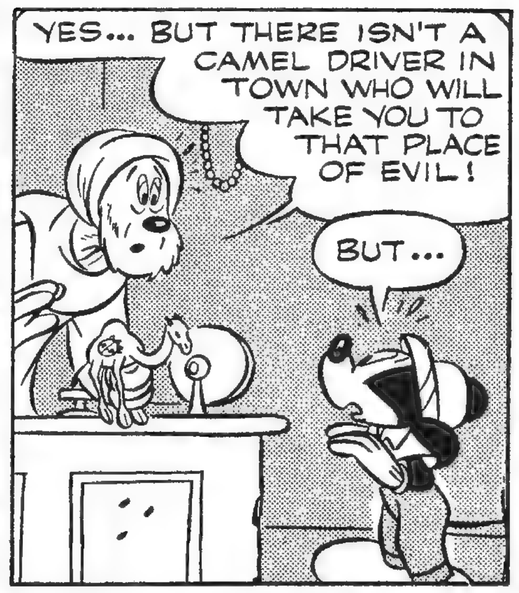

AN HOUR LATER.
WALT DISNEY
3-28


YES, EFFENDI... I BELIEVE I KNOW WHERE THIS TOY WAS MADE!
MOOOK
3-29

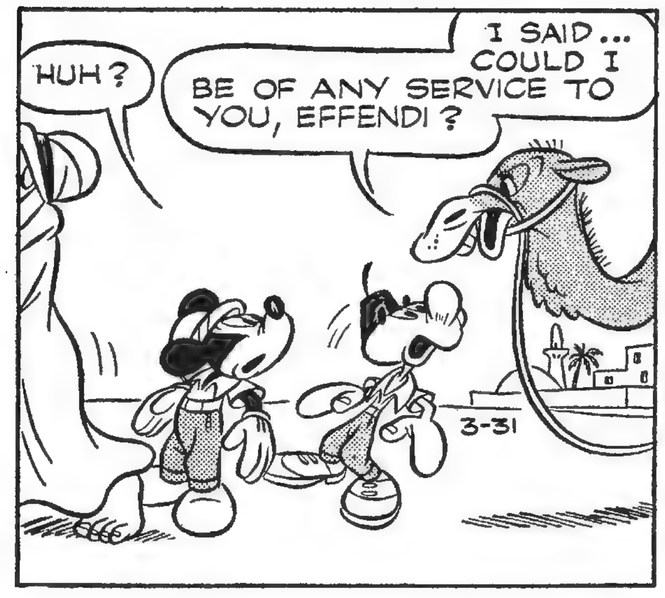
BEYOND YOU WILL SEE A NARROW PLACE CALLED "THE STREET OF THE DOLLS"!


YES...THIS MUST BE THE "STREET OF THE DOLLS"!
YOU PSAID IT!
WALT DISNEY

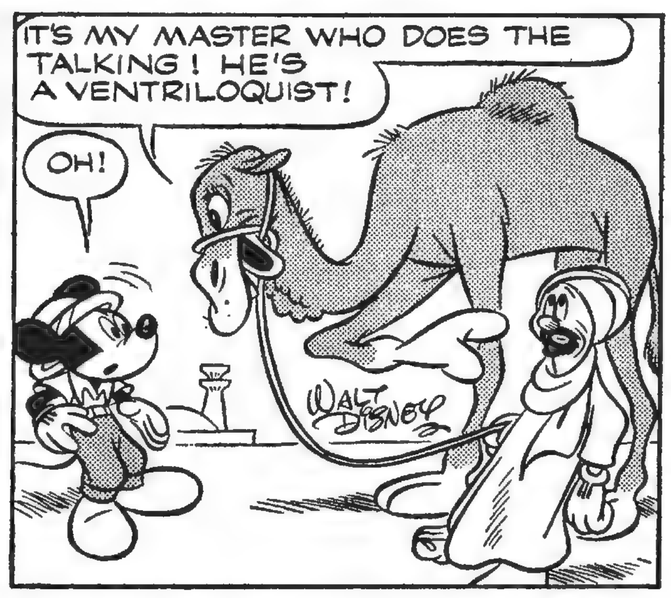

YES, EFFENDI... I MADE THIS TOY CAMEL! THE MARK IS A DESIGN FROM A WALL IN THE DREADED TOMB OF BG!
FROM THE TOMB OF BG?

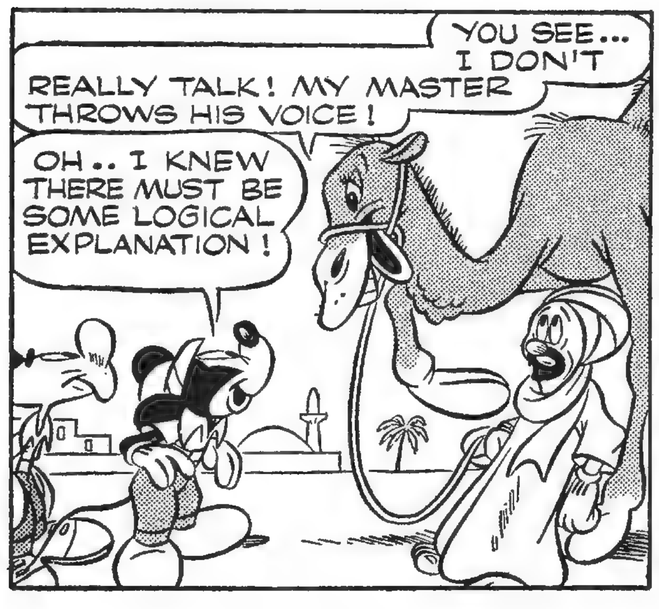

YES... BUT THERE ISN'T A CAMEL DRIVER IN TOWN WHO WILL TAKE YOU TO THAT PLACE OF EVIL!
BUT...

GOSH... WHY WON'T YOU TAKE US TO THE TOMB OF BG?
ANYTHING I CAN DO, EFFENDI?
WALT DISNEY
3-30

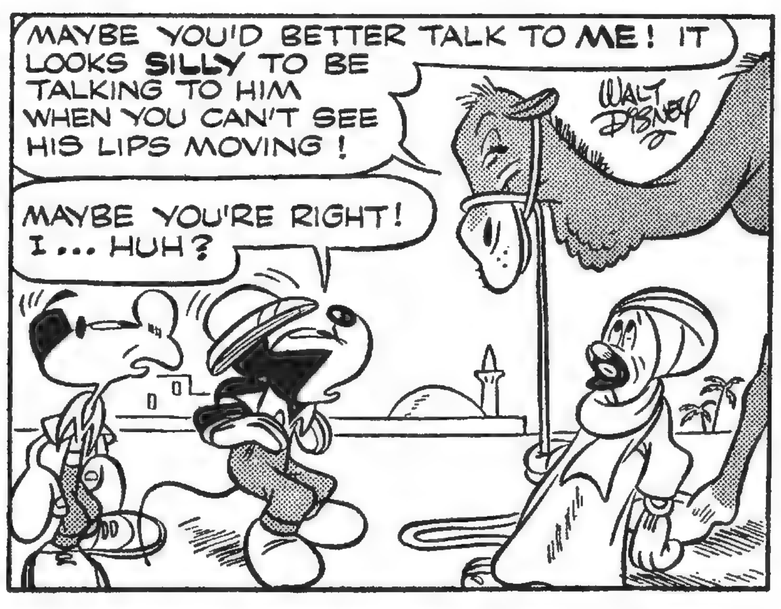

HUH?
I SAID... COULD I BE OF ANY SERVICE TO YOU, EFFENDI?
3-31

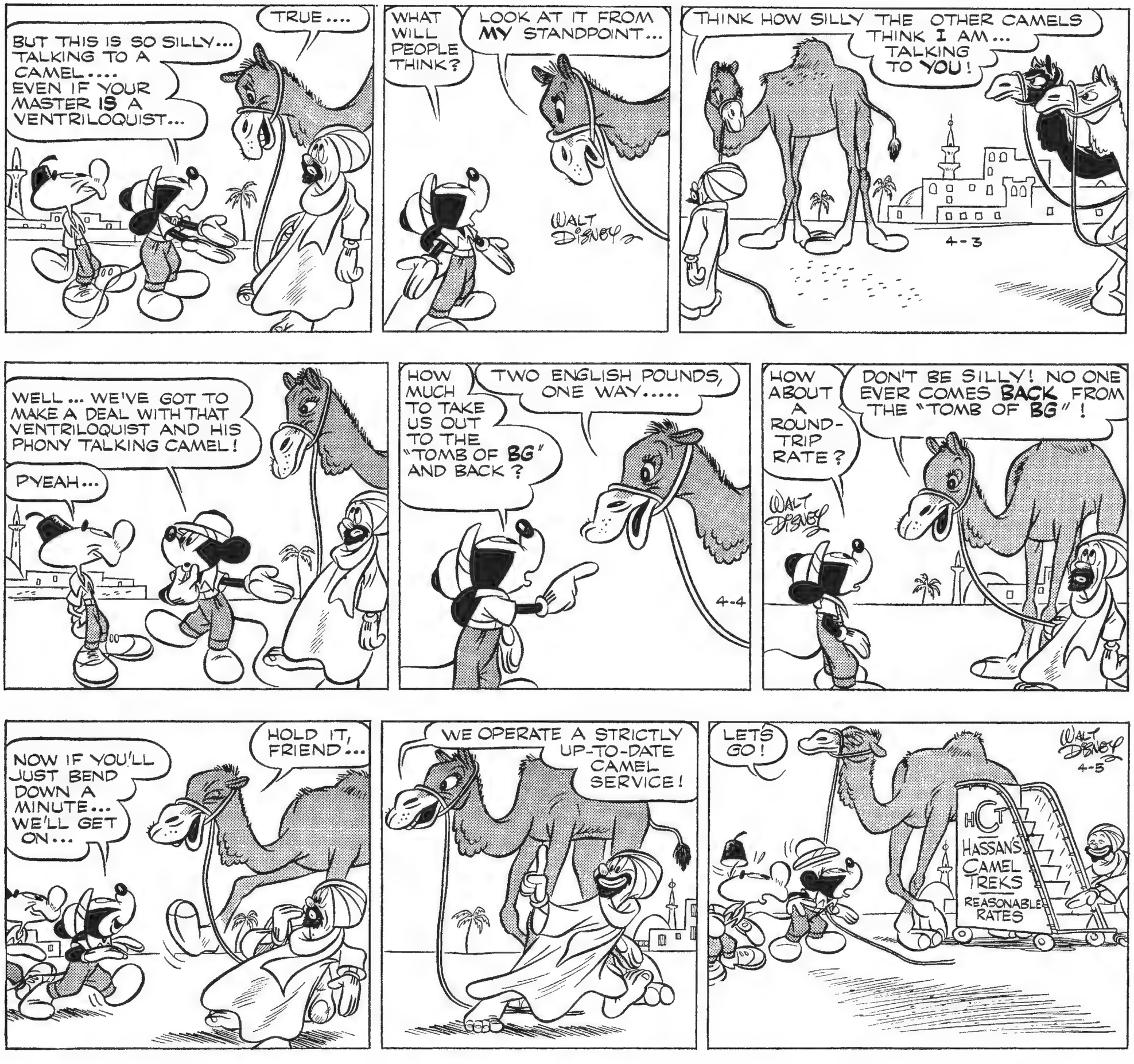
A TALKING CAMEL? I DON'T BELIEVE IT!
OH... I DON'T REALLY TALK...

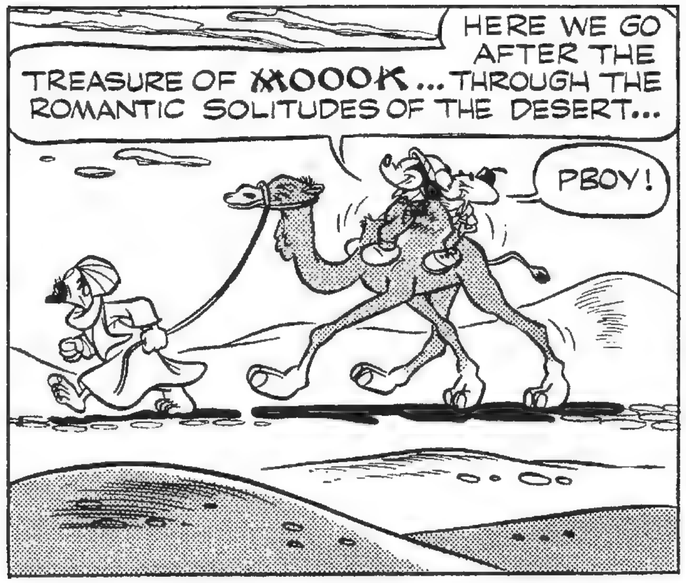

IT'S MY MASTER WHO DOES THE TALKING! HE'S A VENTRILOQUIST!
OH!
WALT DISNEY

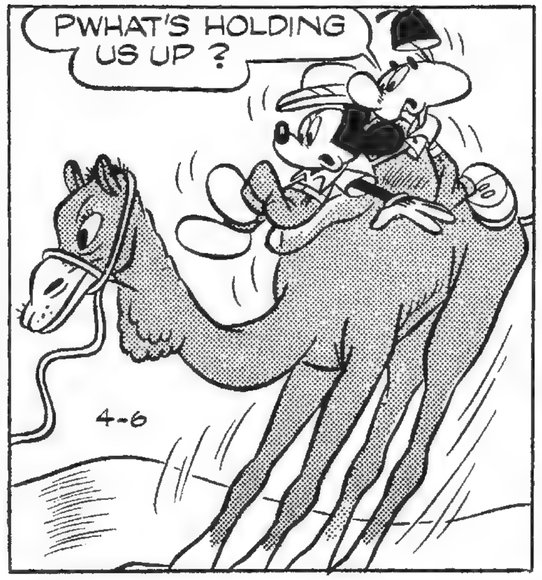

YOU SEE... I DON'T REALLY TALK! MY MASTER THROWS HIS VOICE!
OH.. I KNEW THERE MUST BE SOME LOGICAL EXPLANATION!

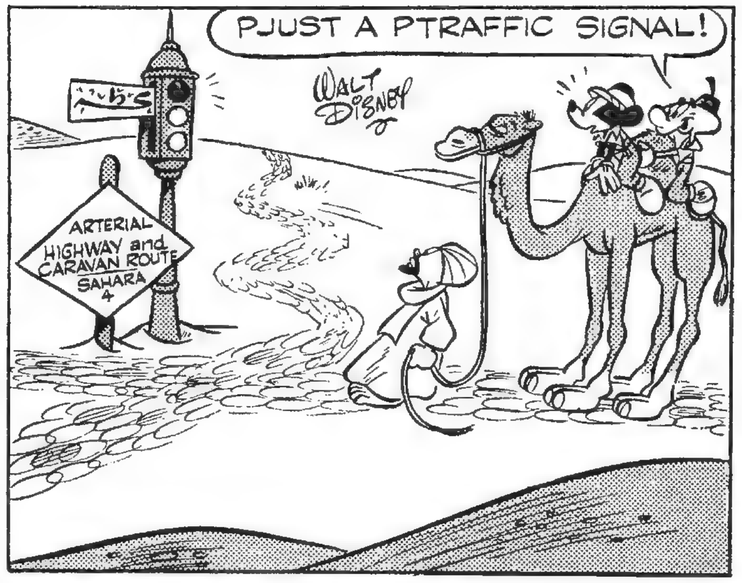
WOULD YOU TAKE MY FRIEND AND ME OUT TO THE TOMB OF BG?
JUST A MINUTE, EFFENDI....
4-1

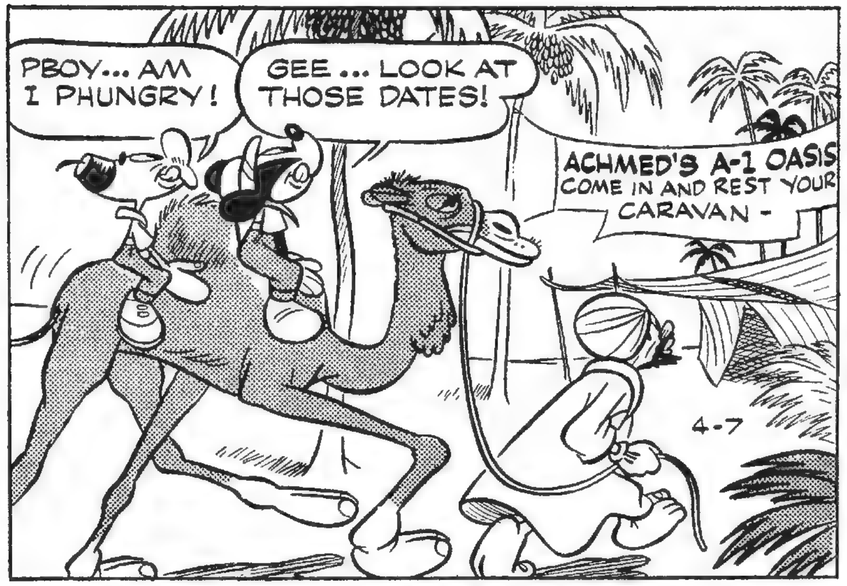

MAYBE YOU'D BETTER TALK TO ME! IT LOOKS SILLY TO BE TALKING TO HIM WHEN YOU CAN'T SEE HIS LIPS MOVING!
WALT DISNEY
MAYBE YOU'RE RIGHT! I... HUH?


BUT THIS IS SO SILLY... TALKING TO A CAMEL.... EVEN IF YOUR MASTER IS A VENTRILOQUIST...
TRUE....
WHAT WILL PEOPLE THINK?
LOOK AT IT FROM MY STANDPOINT...
WALT DISNEY
THINK HOW SILLY THE OTHER CAMELS THINK I AM... TALKING TO YOU!
4-3
WELL... WE'VE GOT TO MAKE A DEAL WITH THAT VENTRILOQUIST AND HIS PHONY TALKING CAMEL!
PYEAH...
HOW MUCH TO TAKE US OUT TO THE "TOMB OF BG" AND BACK?
TWO ENGLISH POUNDS, ONE WAY.....
4-4
HOW ABOUT A ROUND-TRIP RATE?
WALT DISNEY
DON'T BE SILLY! NO ONE EVER COMES BACK FROM THE "TOMB OF BG"!
NOW IF YOU'LL JUST BEND DOWN A MINUTE... WE'LL GET ON...
HOLD IT, FRIEND...
WE OPERATE A STRICTLY UP-TO-DATE CAMEL SERVICE!
LETS GO!
WALT DISNEY
4-5
HCT
HASSAN'S CAMEL TREKS
REASONABLE RATES

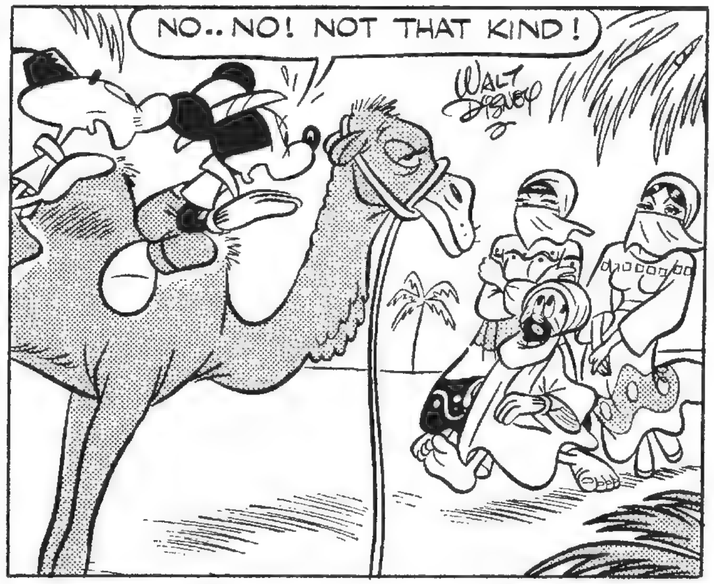

HERE WE GO AFTER THE TREASURE OF MOOOK... THROUGH THE ROMANTIC SOLITUDES OF THE DESERT...
PBOY!

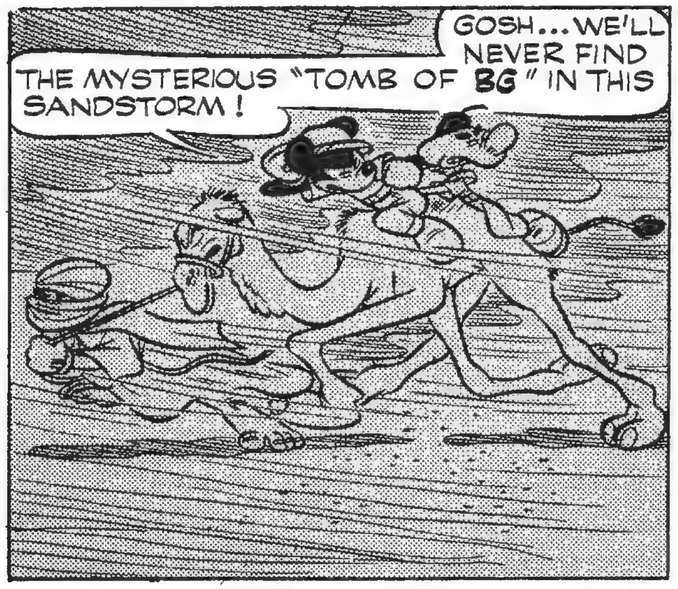

PWHAT'S HOLDING US UP ?
4-6


PJUST A PTRAFFIC SIGNAL!
ARTERIAL HIGHWAY and CARAVAN ROUTE SAHARA 4
WALT DISNEY

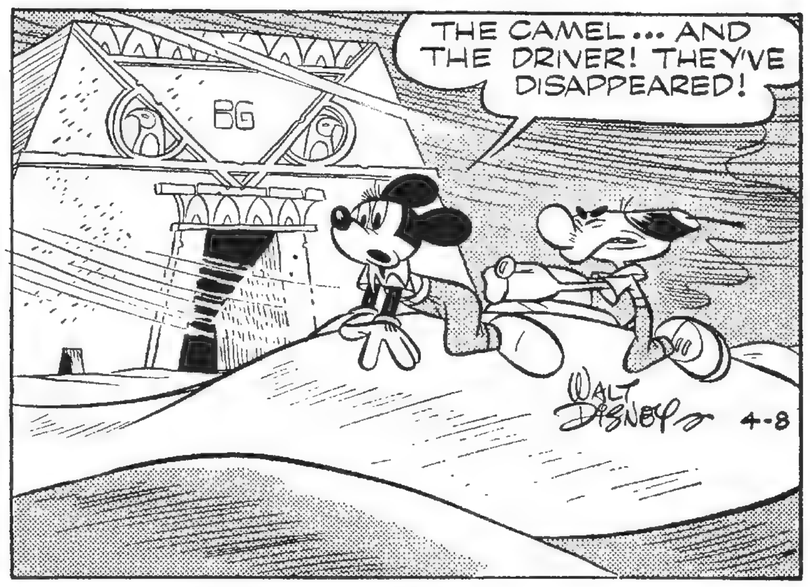

PBOY... AM I PHUNGRY!
GEE ... LOOK AT THOSE DATES!
ACHMED'S A-1 OASIS
COME IN AND REST YOUR CARAVAN -
4-7

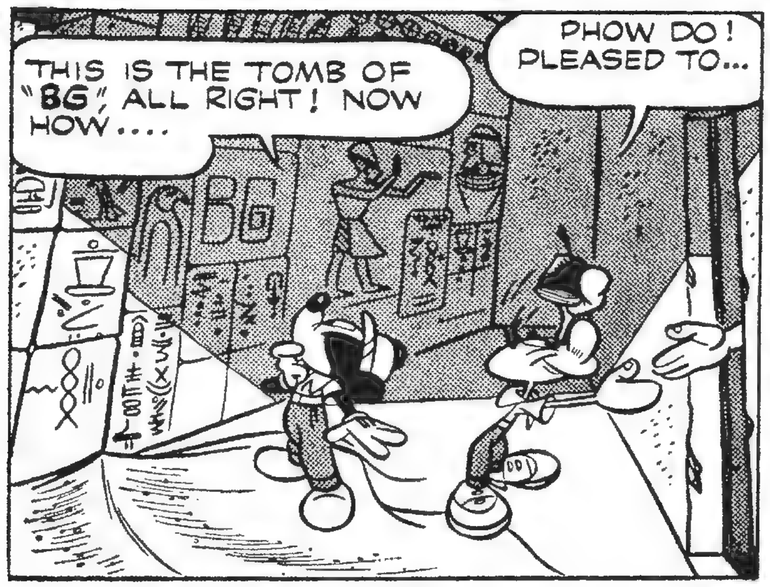
HEY, HASSAN.. CAN YOU GET US SOME DATES?

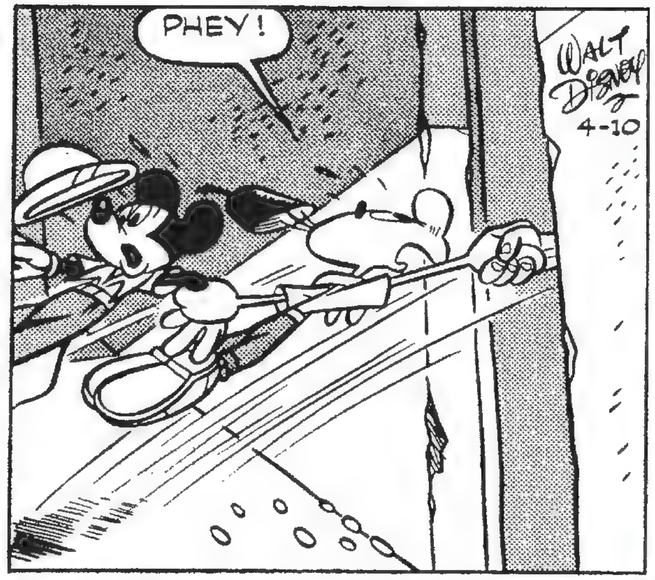

NO.. NO! NOT THAT KIND!
WALT DISNEY


GOSH... WE'LL NEVER FIND THE MYSTERIOUS "TOMB OF BG" IN THIS SANDSTORM!

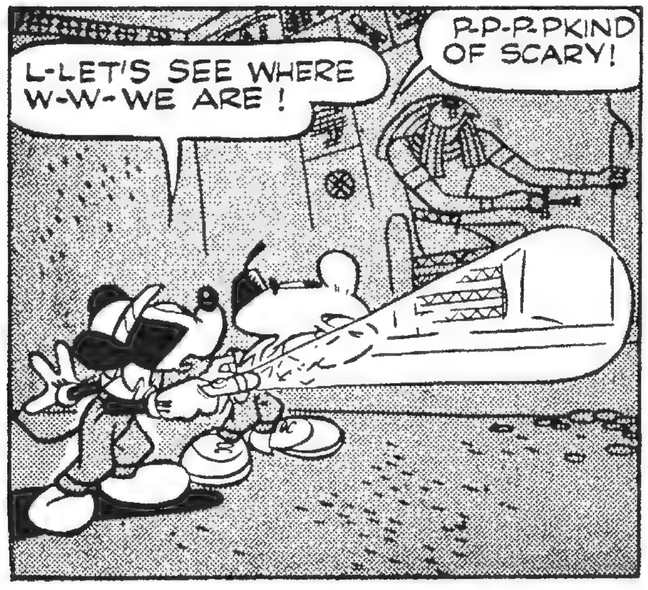
EEGA! ARE YOU STILL THERE?
PRIGHT BEHIND YOU!

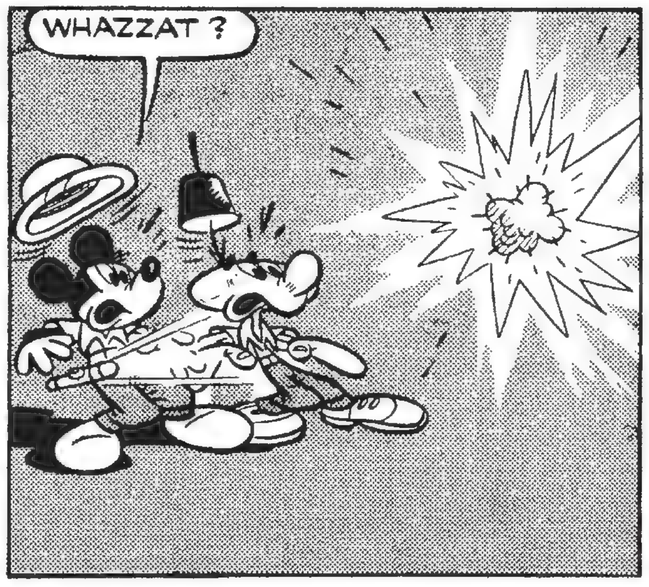

THE CAMEL... AND THE DRIVER! THEY'VE DISAPPEARED!
BG
WALT DISNEY
4-8

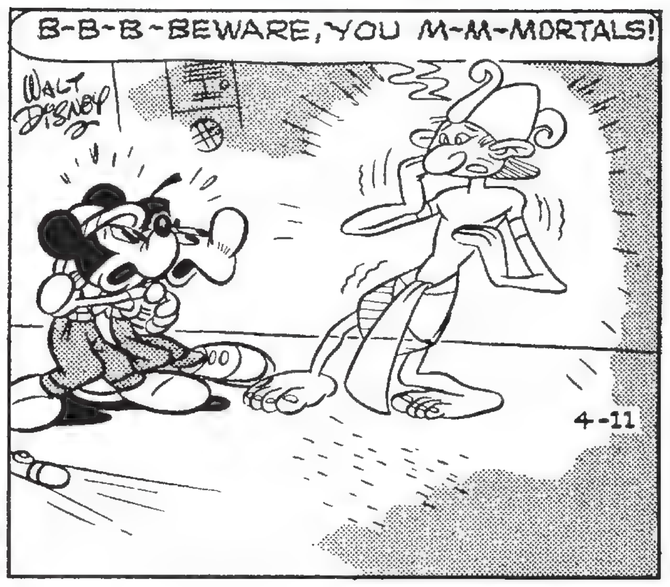

THIS IS THE TOMB OF "BG", ALL RIGHT! NOW HOW....
PHOW DO! PLEASED TO...


PHEY!
WALT DISNEY
4-10

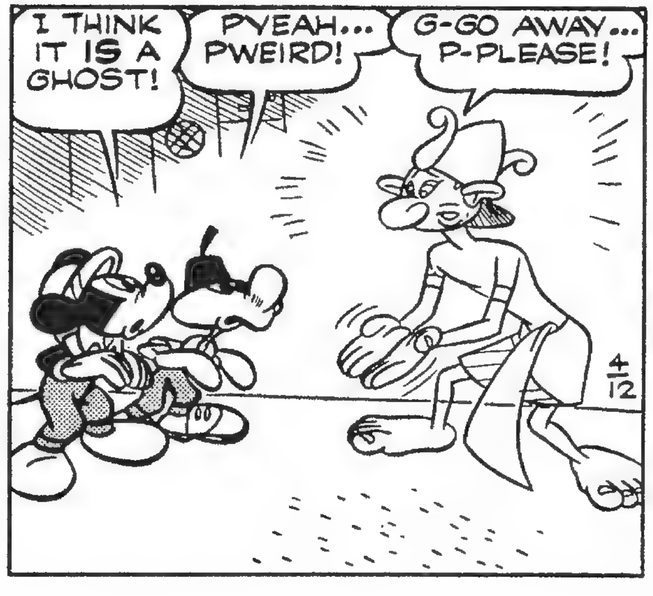
THAT SOLVES THE PROBLEM OF GETTING IN! NOW HOW DO WE GET OUT?
SLAM!

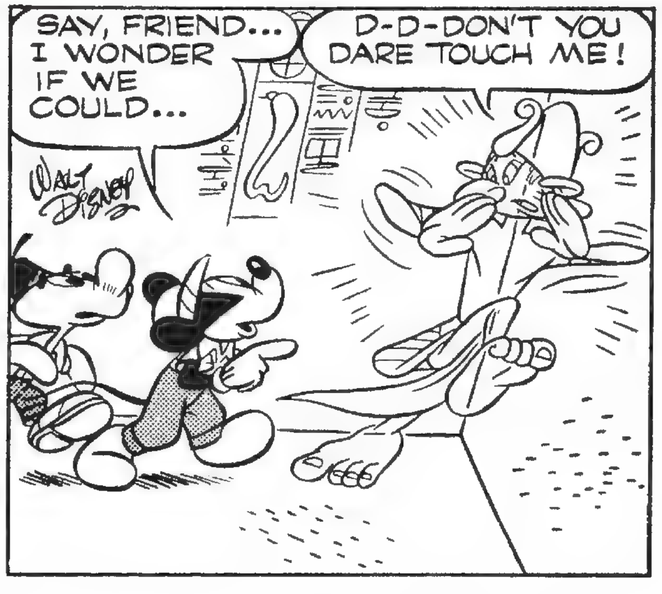

L-LET'S SEE WHERE W-W-WE ARE!
P-P-P-PKIND OF SCARY!

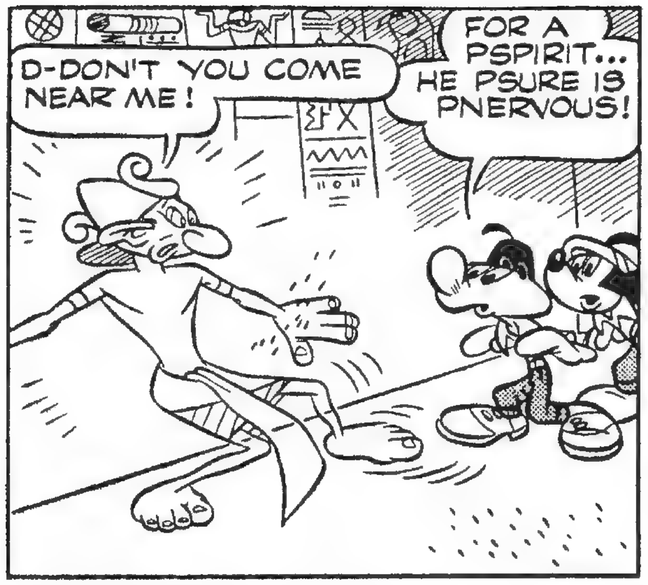

WHAZZAT?


B-B-B-BEWARE, YOU M-M-MORTALS!
WALT DISNEY
4-11

GOSH... IT'S SOME KIND OF A GHOST!
BEGONE! D-D-DO NOT P-P-P-PROVOKE MY WRATH!

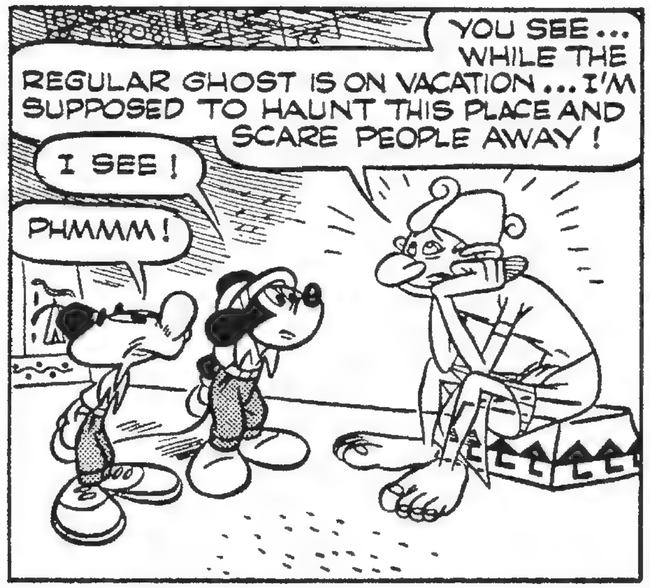

I THINK IT IS A GHOST!
PVEAH... PWEIRD!
G-GO AWAY... P-PLEASE!
4/12

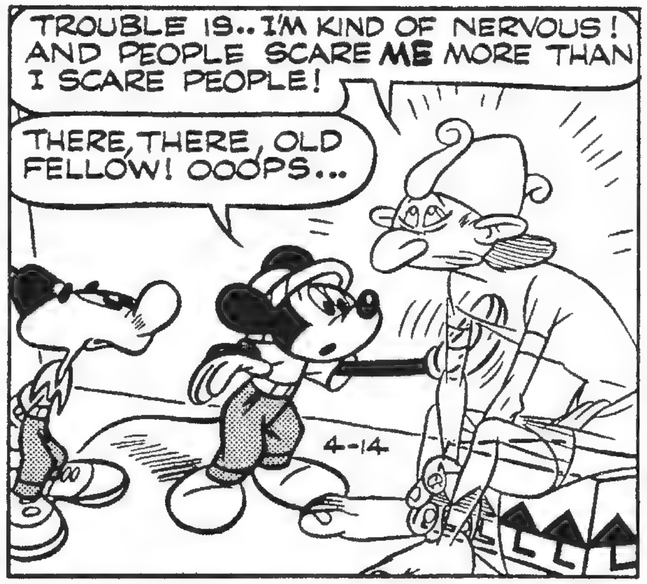

SAY, FRIEND... I WONDER IF WE COULD...
D-D-DON'T YOU DARE TOUCH ME!
WALT DISNEY


D-DON'T YOU COME NEAR ME!
FOR A PSPIRIT... HE PSURE IS PNERVOUS!

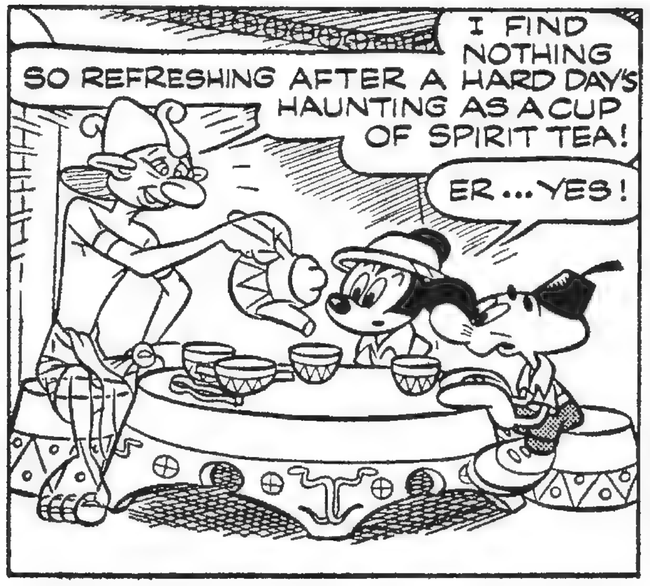
WE JUST WANT SOME INFORMATION ABOUT A CLUE TO THE TREASURE OF MOOOK!
WELL...I CAN'T HELP YOU! I'M A STRANGER HERE, MYSELF!
4-13

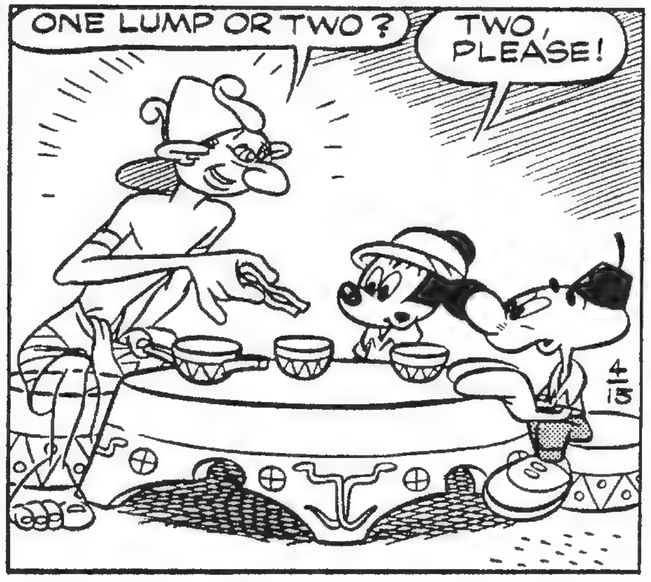
YOU SEE...THE REGULAR SPIRIT WHO HAUNTS THIS PLACE IS ON VACATION! I'M JUST A SUBSTITUTE!
WALT DISNEY


YOU SEE... WHILE THE REGULAR GHOST IS ON VACATION... I'M SUPPOSED TO HAUNT THIS PLACE AND SCARE PEOPLE AWAY!
I SEE!
PHMMM!


TROUBLE IS.. I'M KIND OF NERVOUS! AND PEOPLE SCARE ME MORE THAN I SCARE PEOPLE!
THERE, THERE, OLD FELLOW! OOOPS...
4-14

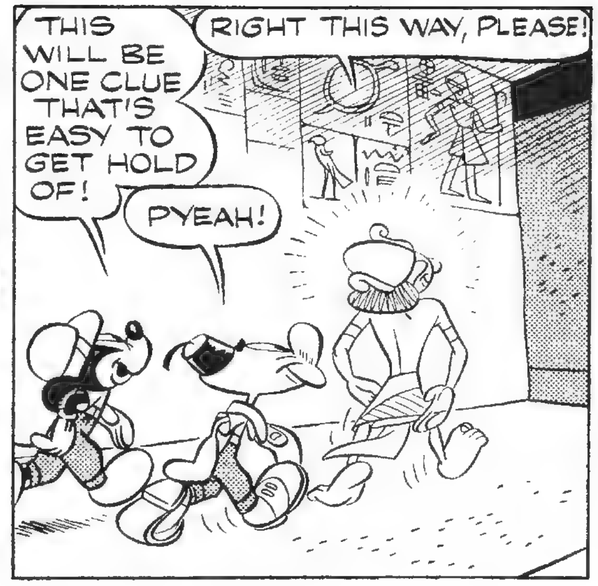
BUT YOU SEEM TO BE NICE PEOPLE... WOULD YOU LIKE A CUP OF SPIRIT TEA?
ER... DON'T MIND IF WE DO!
WALT DISNEY


SO REFRESHING AFTER A HARD DAY'S HAUNTING AS A CUP OF SPIRIT TEA!
I FIND NOTHING
ER... YES!


ONE LUMP OR TWO?
TWO, PLEASE!
4/15

NOT TOO WEAK, I HOPE! STRONG TEA SIMPLY EXHAUSTS ME!
PMINE'S SO PWEAK.. I CAN'T PFIND IT!
WALT DISNEY

WELL, GHOST OR NOT... WE'VE GOT TO FIND THE TREASURE CLUE! HAVE YOU SEEN THIS MARK?
CERTAINLY! I KNOW EXACTLY WHERE IT IS!


RIGHT THIS WAY, PLEASE!
THIS WILL BE ONE CLUE THAT'S EASY TO GET HOLD OF!
PYEAH!

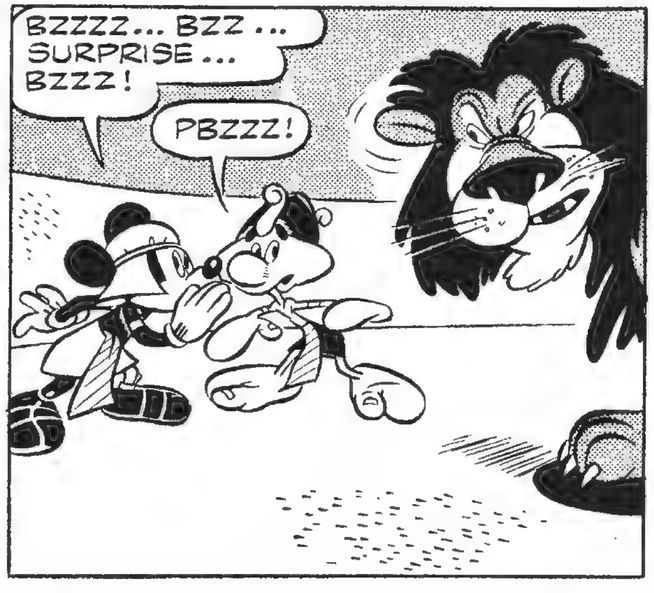
THERE'S THE CLUE! THE SACRED LION OF "BG" LIKES TO SIT ON IT! HELP YOURSELF!
THANKS A LOT!
WALT DISNEY
4/17

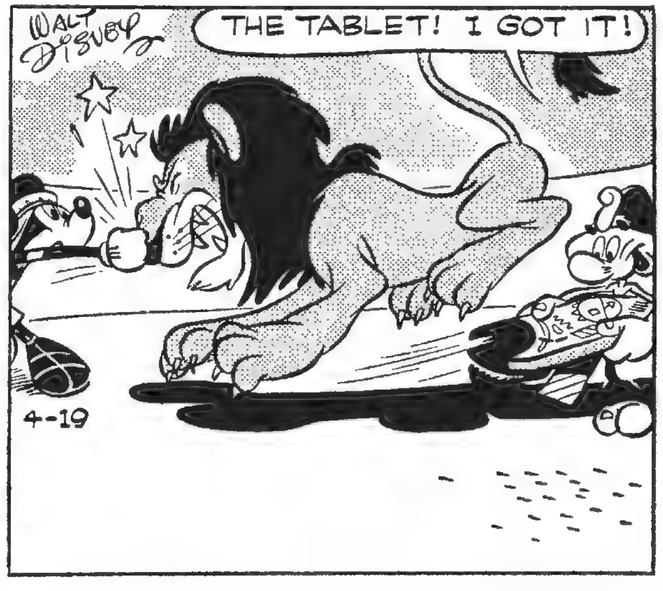
ON SECOND THOUGHT... MAYBE YOU'D BETTER NOT GO AFTER THAT TABLET
I'M INCLINED TO AGREE WITH YOU!
THE SACRED LION IS SITTING ON...

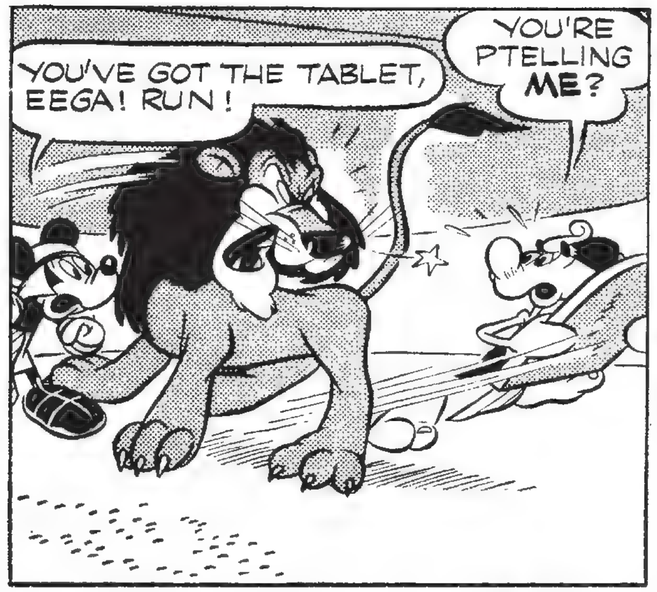
... AT LEAST UNTIL YOU SLIP THESE CLOTHES ON!

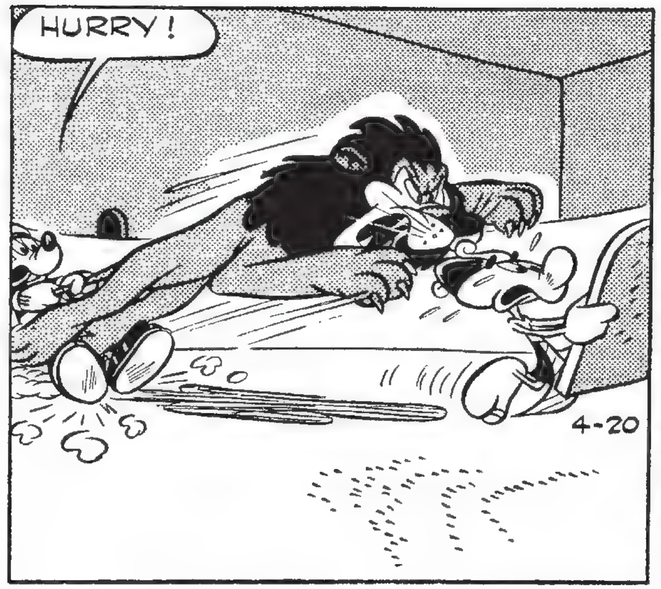
IF THE LION THINKS YOU'RE SPIRITS, TOO... HE MAY NOT HARM YOU!
I HOPE YOU'RE RIGHT!
WALT DISNEY
4/18

I PDON'T PTHINK THAT LION PTHINKS WE'RE SPIRITS... DO YOU?
NO.. I THINK WE'D BETTER REVISE OUR STRATEGY!

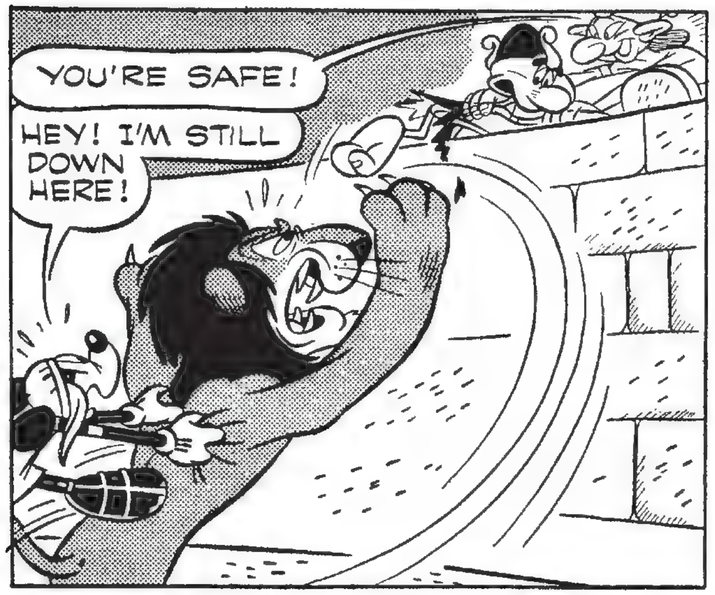

BZZZZ... BZZ... SURPRISE... BZZZ!
PBZZZ!

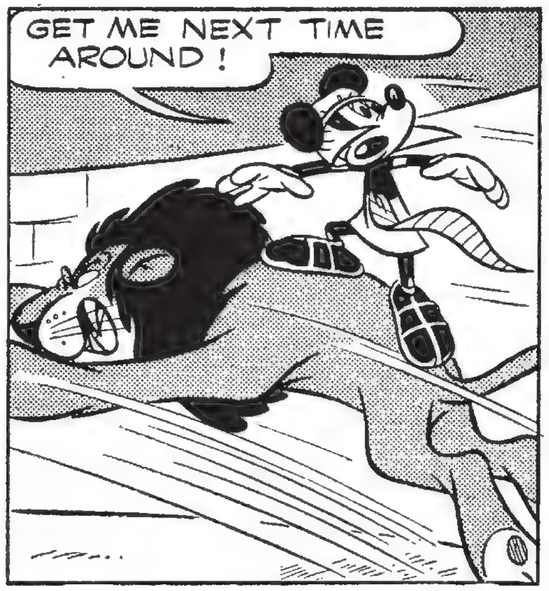

WALT DISNEY
THE TABLET! I GOT IT!
4-19

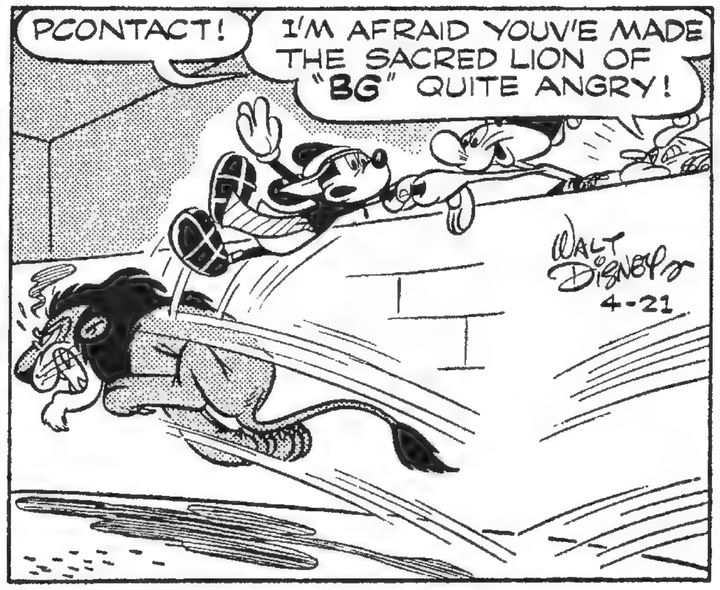

YOU'VE GOT THE TABLET, EEGA! RUN!
YOU'RE PTELLING ME?

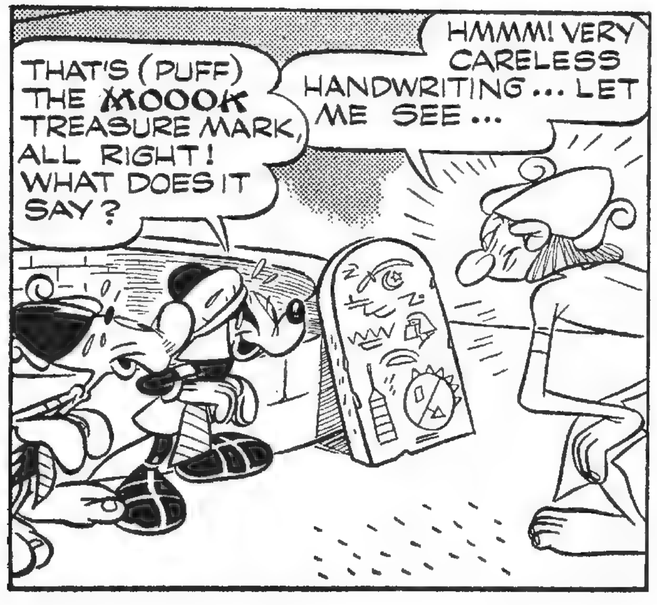

HURRY!
4-20

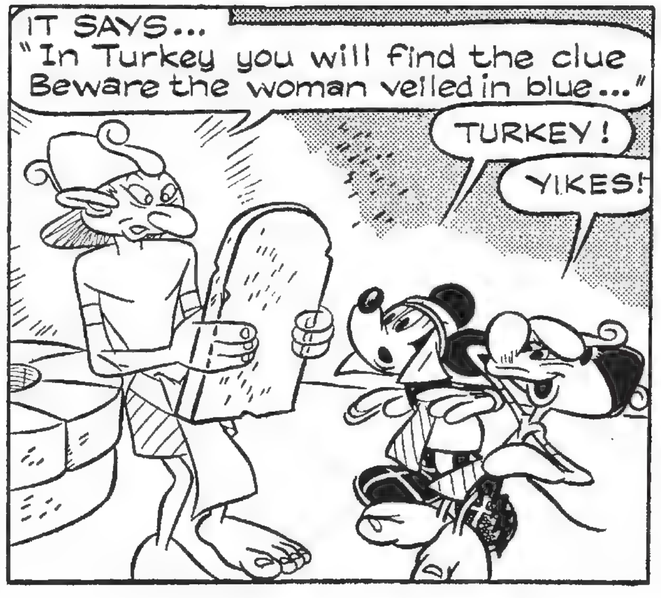
DEAR ME! I'M ONLY A SPIRIT AND I'M NOT VERY STRONG...
PTHAT'S ALL RIGHT! PULL ANYWAY!
WALT DISNEY

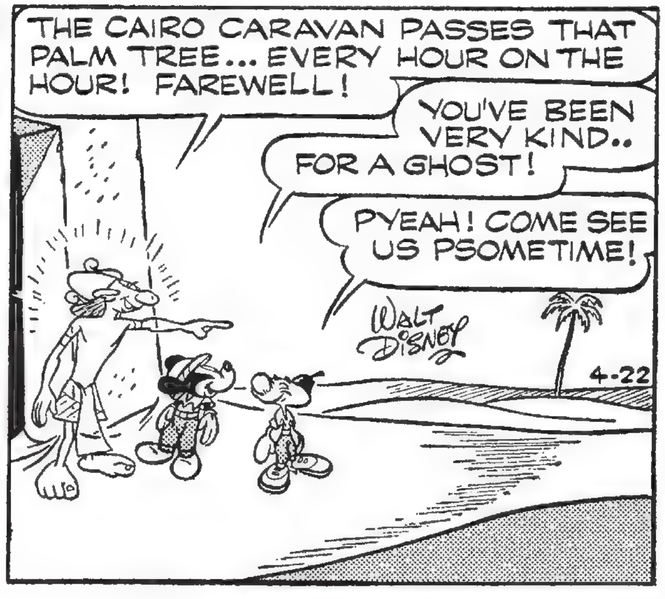

YOU'RE SAFE!
HEY! I'M STILL DOWN HERE!

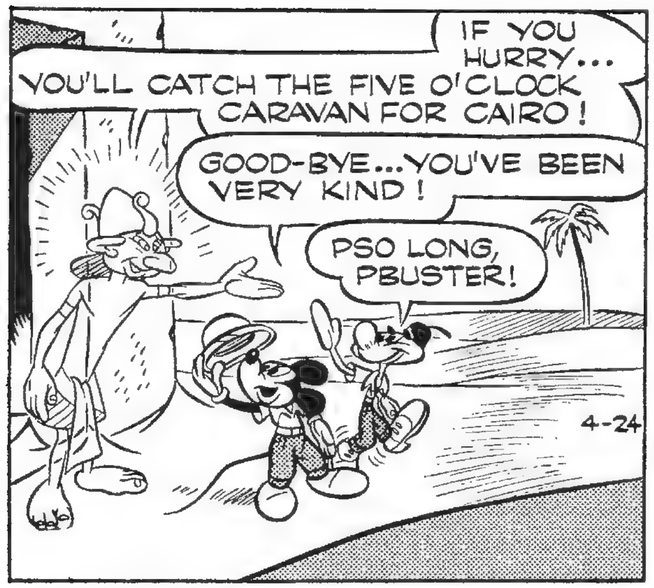

GET ME NEXT TIME AROUND!

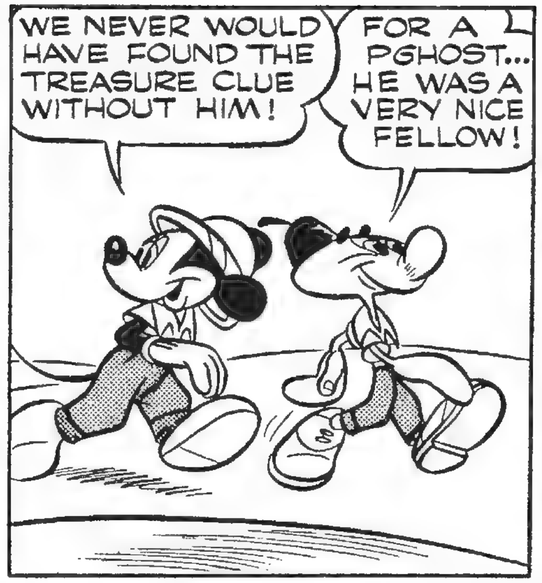

PCONTACT!
I'M AFRAID YOUV'E MADE THE SACRED LION OF "BG" QUITE ANGRY!
WALT DISNEY
4-21

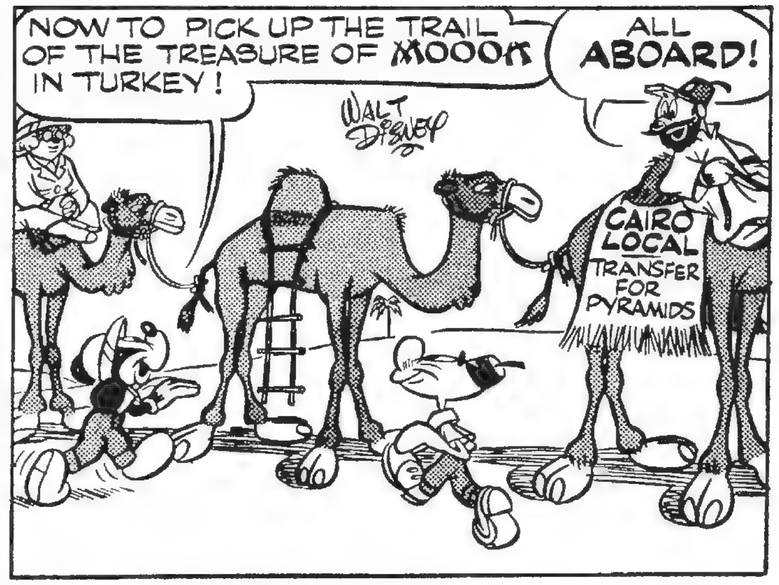

THAT'S (PUFF) THE MOOOK TREASURE MARK, ALL RIGHT! WHAT DOES IT SAY?
HMMM! VERY CARELESS HANDWRITING... LET ME SEE...


IT SAYS... "In Turkey you will find the clue Beware the woman veiled in blue..."
TURKEY!
YIKES!


THE CAIRO CARAVAN PASSES THAT PALM TREE... EVERY HOUR ON THE HOUR! FAREWELL!
YOU'VE BEEN VERY KIND.. FOR A GHOST!
PYEAH! COME SEE US PSOMETIME!
WALT DISNEY
4-22


IF YOU HURRY... YOU'LL CATCH THE FIVE O'CLOCK CARAVAN FOR CAIRO!
GOOD-BYE...YOU'VE BEEN VERY KIND!
PSO LONG, PBUSTER!
4-24

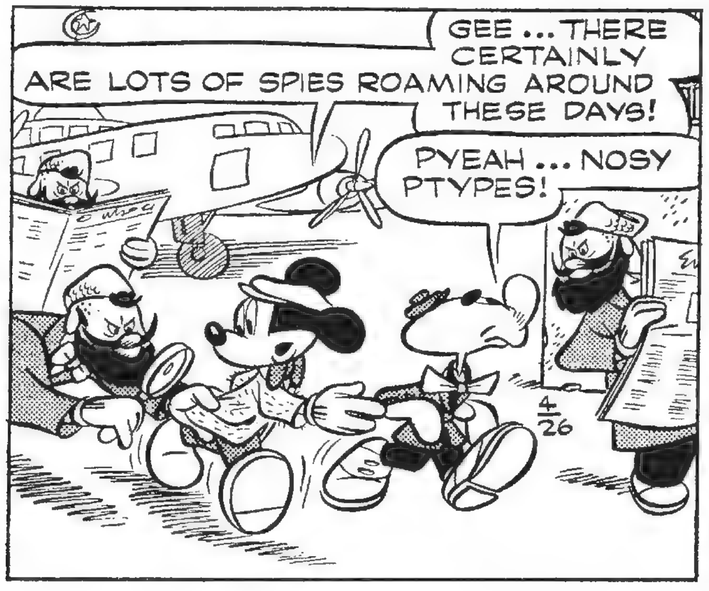

WE NEVER WOULD HAVE FOUND THE TREASURE CLUE WITHOUT HIM!
FOR A PGHOST... HE WAS A VERY NICE FELLOW!


NOW TO PICK UP THE TRAIL OF THE TREASURE OF MOOOK IN TURKEY!
ALL ABOARD!
WALT DISNEY
CAIRO LOCAL
TRANSFER FOR PYRAMIDS

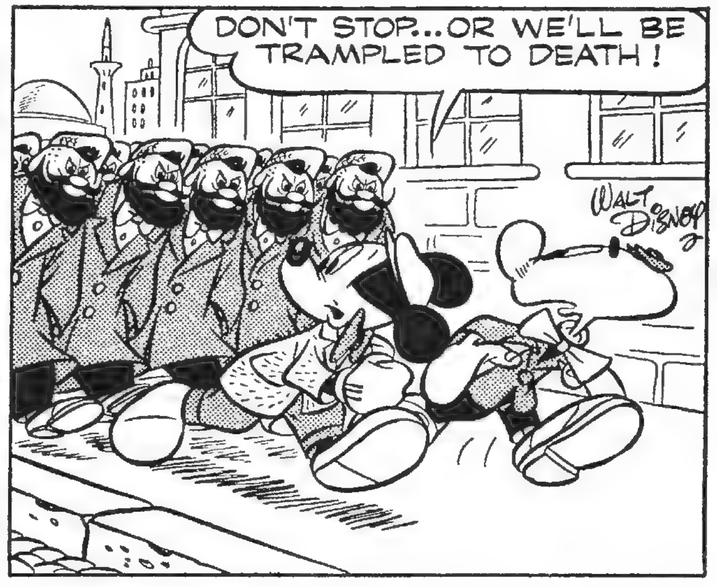
WE'LL HAVE TO BE CAREFUL, EEGA... THIS AREA IS FULL OF SPIES!
LOOKING FOR GOOD, RELIABLE SPY, MISTER?

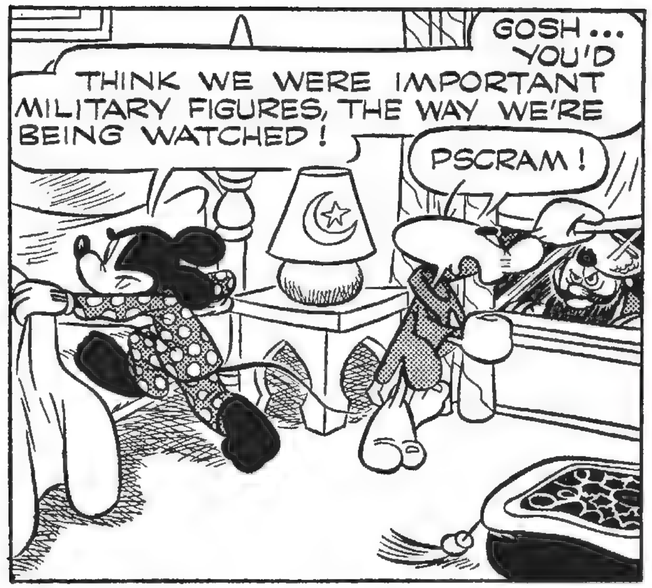
MAKE YOU GOOD DEAL, MISTER! COMPLETE ATOM BOMB INFORMATION FOR THREE DOLLAR!
ER... NO, THANKS!

SPECIAL DEAL THIS WEEK ONLY, MISTER! SEVEN DOLLAR! ALL "H-BOMB" DATA! INCLUDING FREE SET DISHES!
WALT DISNEY
4-25

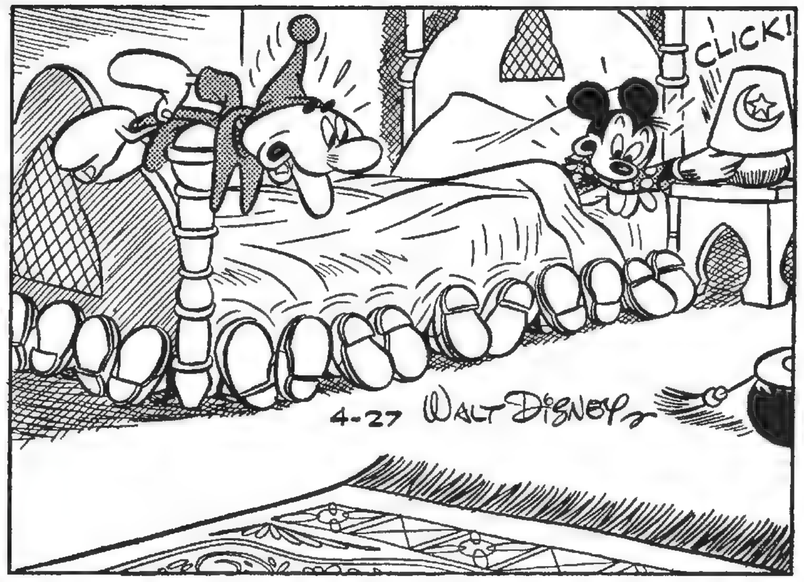

GEE... THERE CERTAINLY ARE LOTS OF SPIES ROAMING AROUND THESE DAYS!
PYEAH... NOSY PTYPES!
4/26

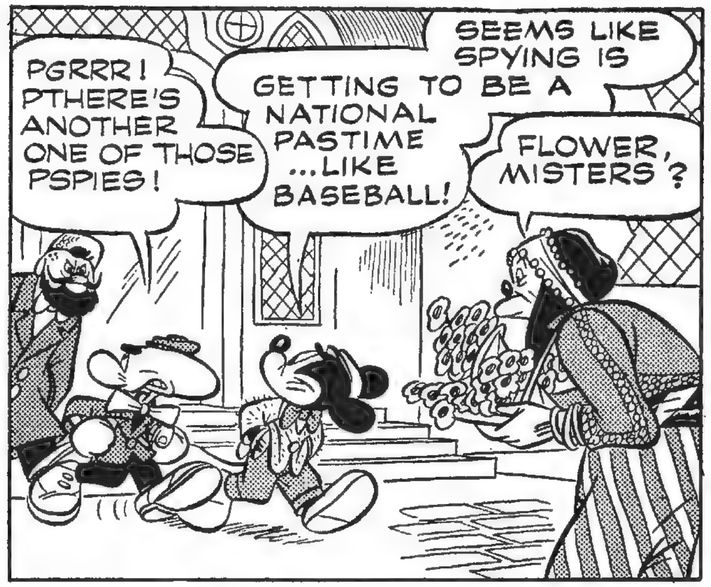
FAT CHANCE WE HAVE OF LOOKING FOR THE MOOOK TREASURE CLUE, WITH THESE BIRDS AROUND!

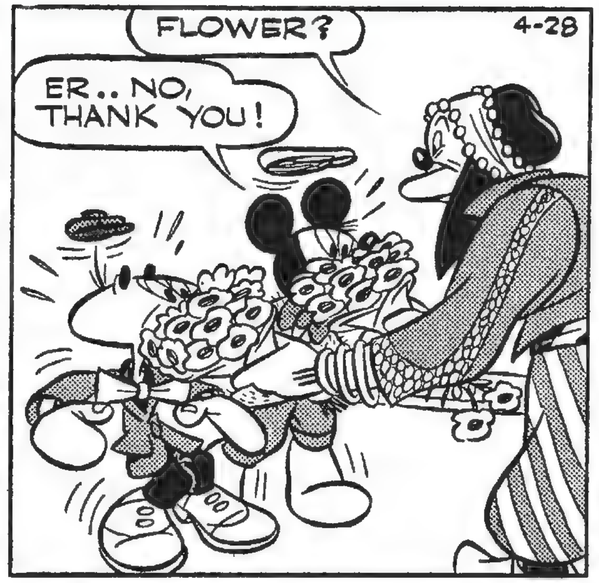

DON'T STOP...OR WE'LL BE TRAMPLED TO DEATH!
WALT DISNEY

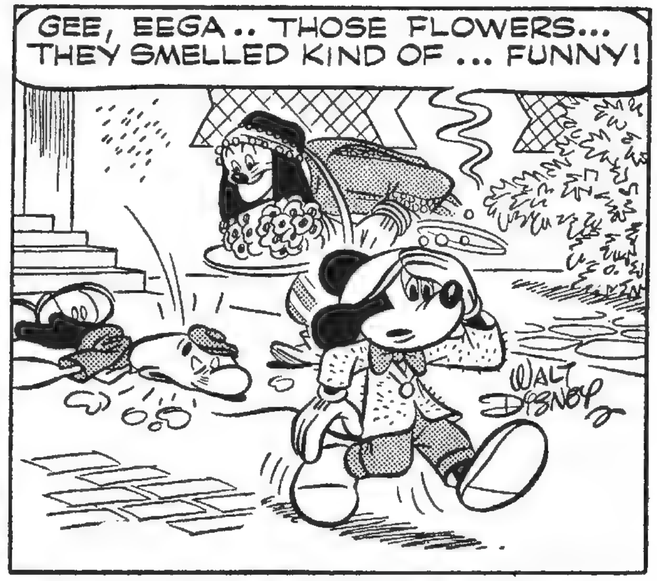

GOSH... YOU'D THINK WE WERE IMPORTANT MILITARY FIGURES, THE WAY WE'RE BEING WATCHED!
PSCRAM!

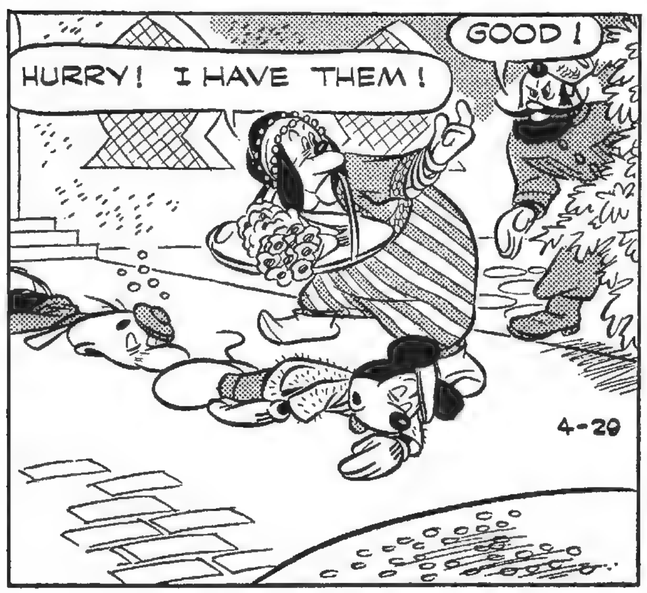
PWELL... LET'S TRY TO GET A PGOOD NIGHT'S SLEEP AND...
JUST A MINUTE....

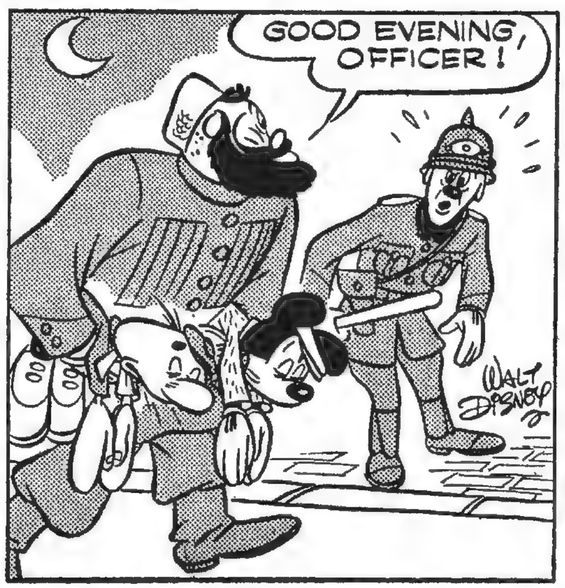

CLICK!
4-27 WALT DISNEY

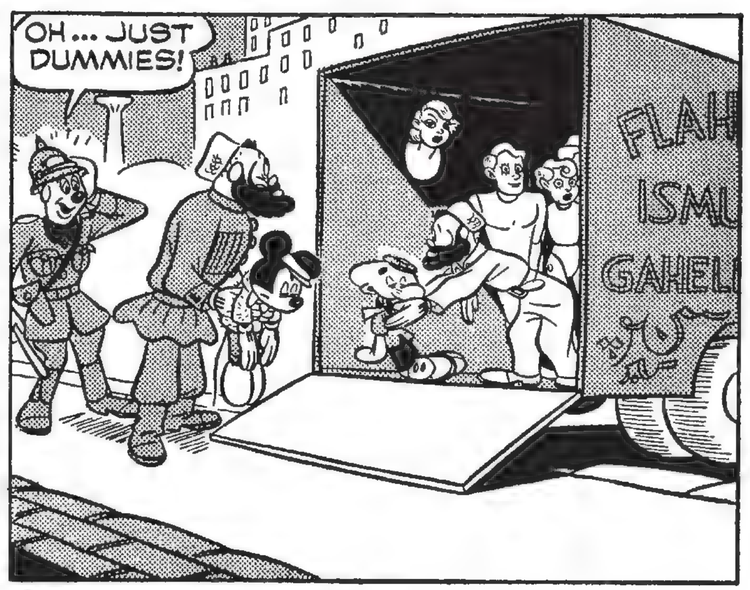

PGRRR! PTHERE'S ANOTHER ONE OF THOSE PSPIES!
SEEMS LIKE SPYING IS GETTING TO BE A NATIONAL PASTIME ...LIKE BASEBALL!
FLOWER, MISTERS?


FLOWER?
4-28
ER.. NO, THANK YOU!

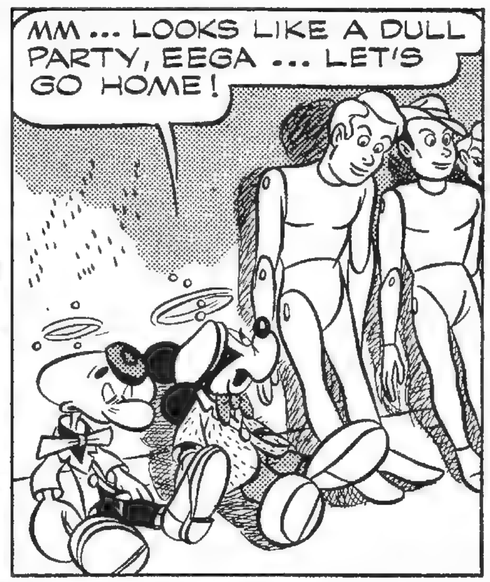

GEE, EEGA.. THOSE FLOWERS... THEY SMELLED KIND OF ... FUNNY!
WALT DISNEY

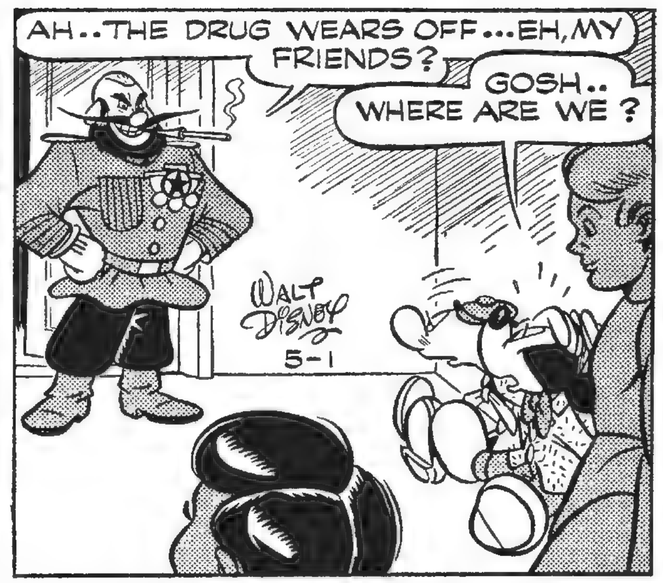

HURRY! I HAVE THEM!
GOOD!
4-29

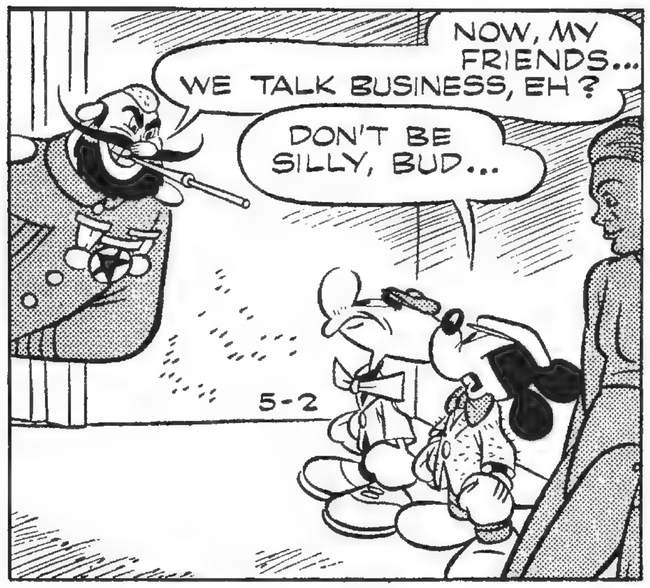

GOOD EVENING, OFFICER!
WALT DISNEY


OH... JUST DUMMIES!

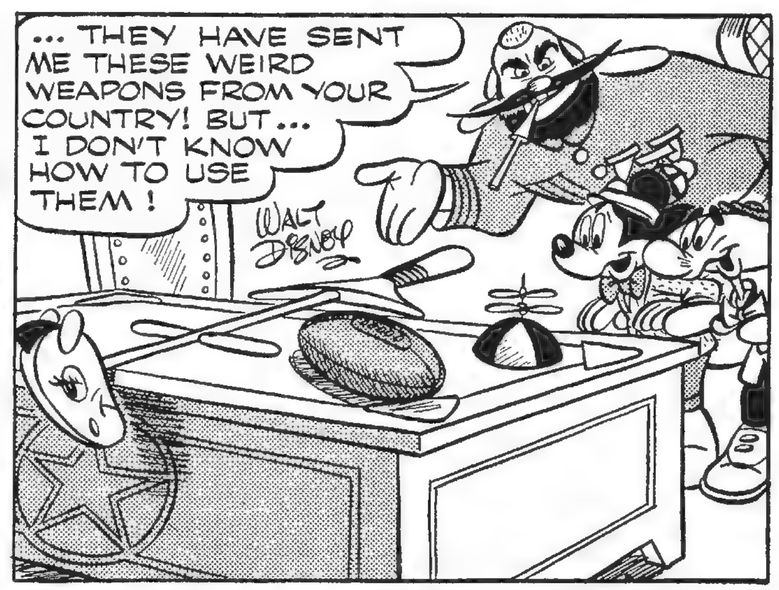
QUICK! GET THOSE DUMMIES INTO THE STOREROOM!

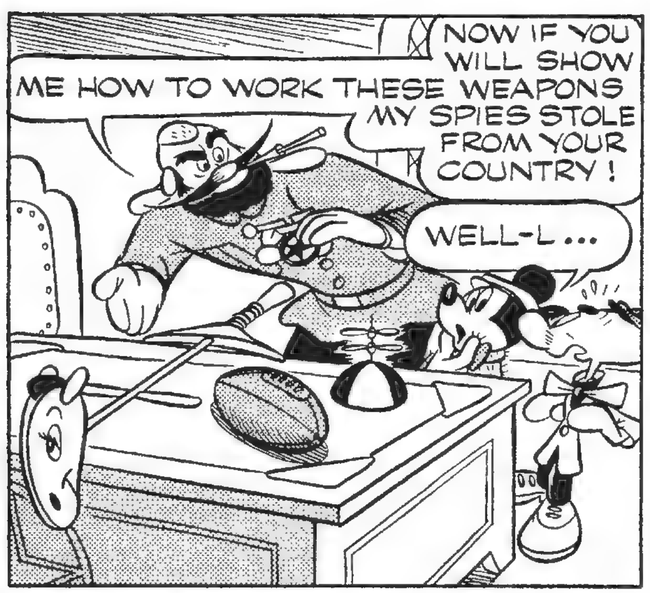

MM ... LOOKS LIKE A DULL PARTY, EEGA ... LET'S GO HOME!

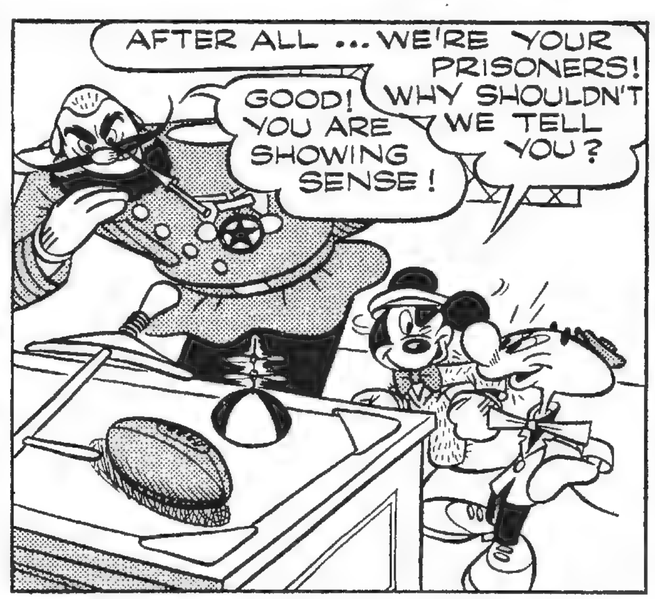

AH..THE DRUG WEARS OFF...EH, MY FRIENDS?
GOSH.. WHERE ARE WE?
WALT DISNEY
5-1

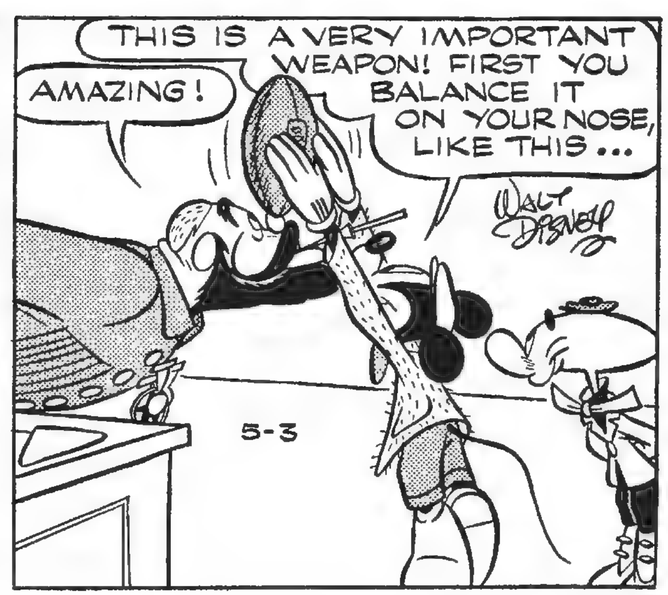

NOW, MY FRIENDS... WE TALK BUSINESS, EH?
DON'T BE SILLY, BUD...
5-2

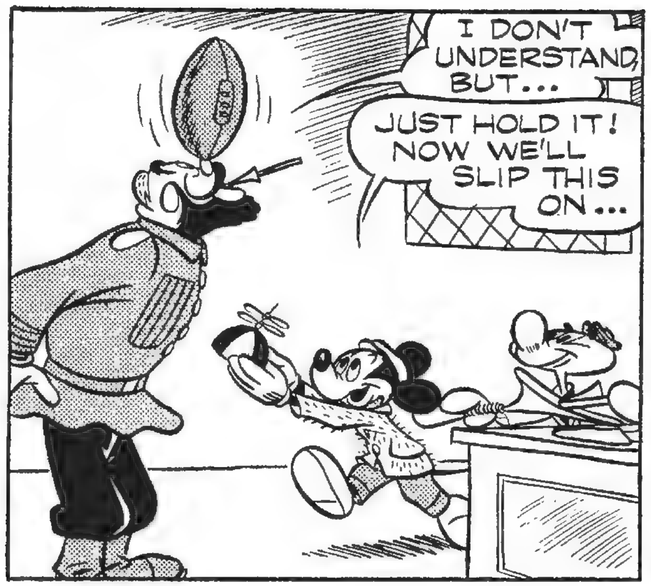
IF YOU THINK WE'RE GOING TO SPY FOR YOU, YOU'RE OUT OF YOUR MIND!
NO! NO! MY OWN SPIES ALREADY GOT EVERYTHING...

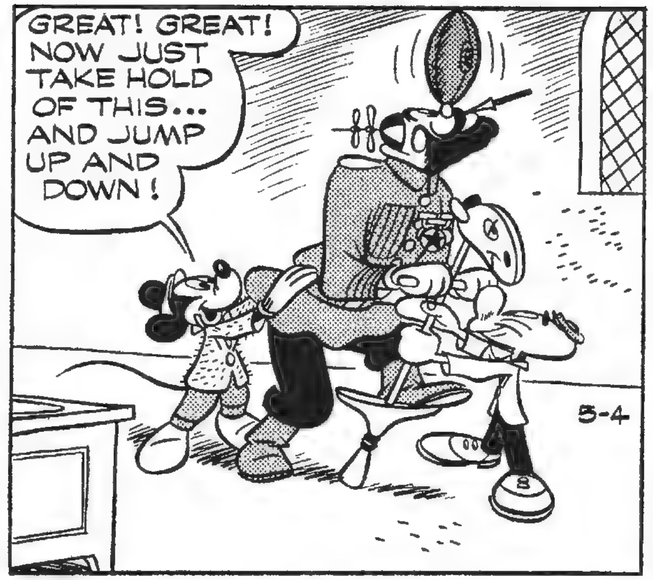

... THEY HAVE SENT ME THESE WEIRD WEAPONS FROM YOUR COUNTRY! BUT... I DON'T KNOW HOW TO USE THEM!
WALT DISNEY

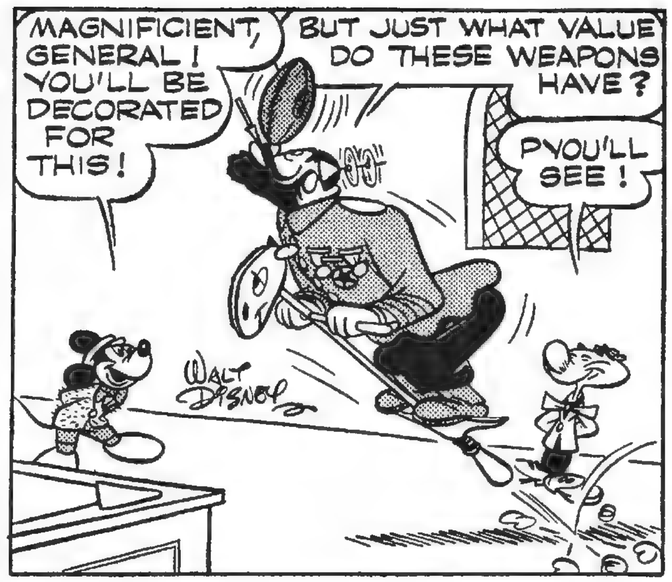

NOW IF YOU WILL SHOW ME HOW TO WORK THESE WEAPONS MY SPIES STOLE FROM YOUR COUNTRY!
WELL-L...

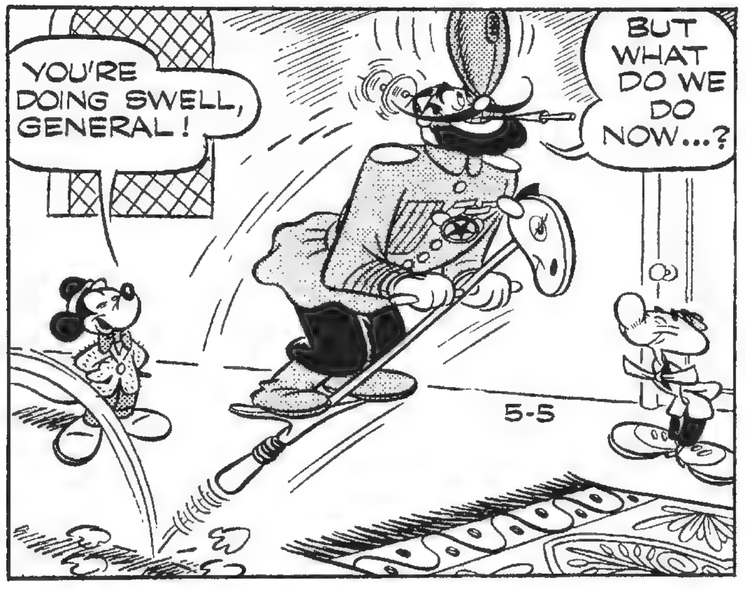

AFTER ALL ... WE'RE YOUR PRISONERS! WHY SHOULDN'T WE TELL YOU?
GOOD! YOU ARE SHOWING SENSE!


THIS IS A VERY IMPORTANT WEAPON! FIRST YOU BALANCE IT ON YOUR NOSE, LIKE THIS...
AMAZING!
WALT DISNEY
5-3

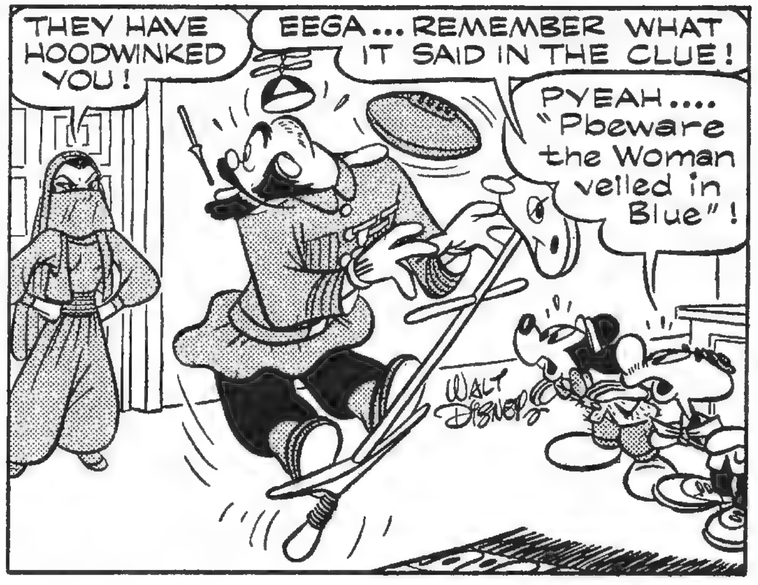

I DON'T UNDERSTAND, BUT...
JUST HOLD IT! NOW WE'LL SLIP THIS ON...

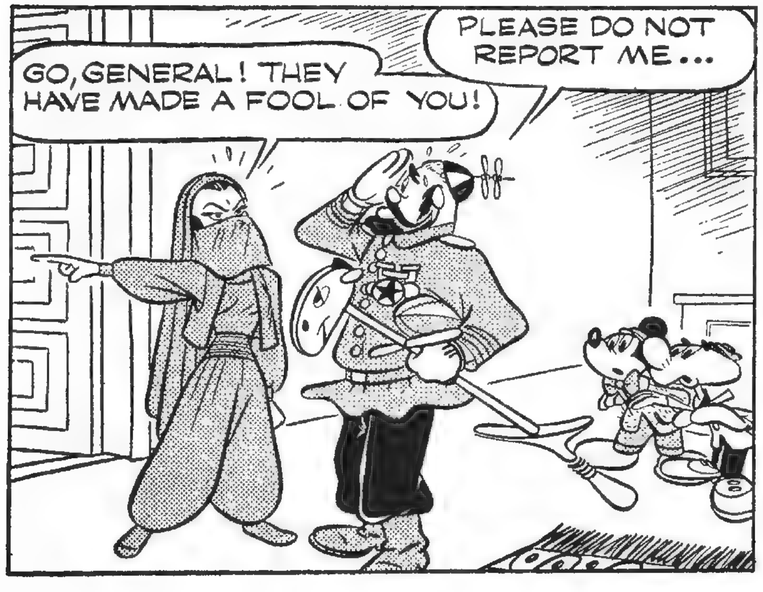

GREAT! GREAT! NOW JUST TAKE HOLD OF THIS... AND JUMP UP AND DOWN!
5-4


MAGNIFICIENT, GENERAL! YOU'LL BE DECORATED FOR THIS!
BUT JUST WHAT VALUE DO THESE WEAPONS HAVE?
PYOU'LL SEE!
WALT DISNEY


YOU'RE DOING SWELL, GENERAL!
BUT WHAT DO WE DO NOW...?
5-5

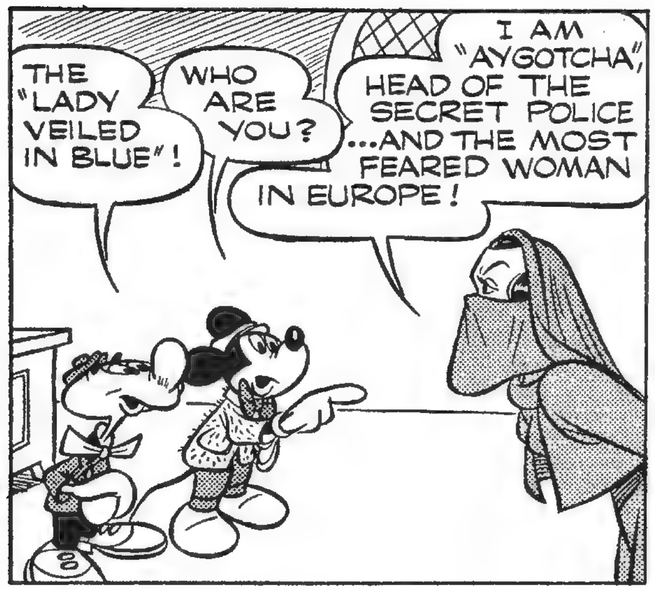
ENOUGH OF THAT! STOP IT!


THEY HAVE HOODWINKED YOU!
EEGA... REMEMBER WHAT IT SAID IN THE CLUE!
PYEAH.... "Pbeware the Woman veiled in Blue"!
WALT DISNEY

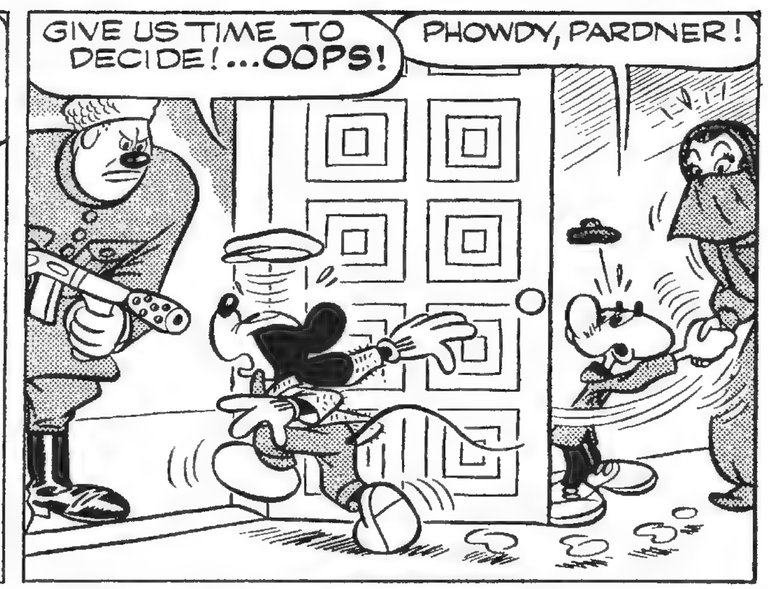

GO, GENERAL! THEY HAVE MADE A FOOL OF YOU!
PLEASE DO NOT REPORT ME...

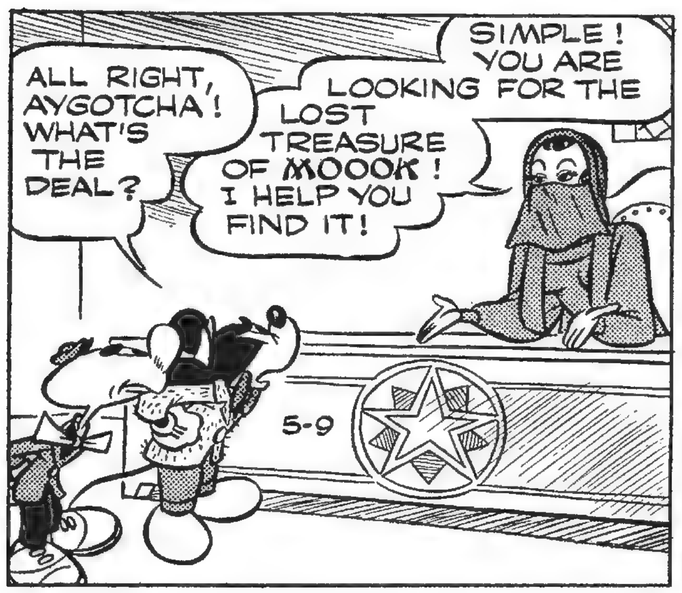
SILENCE!
5-6

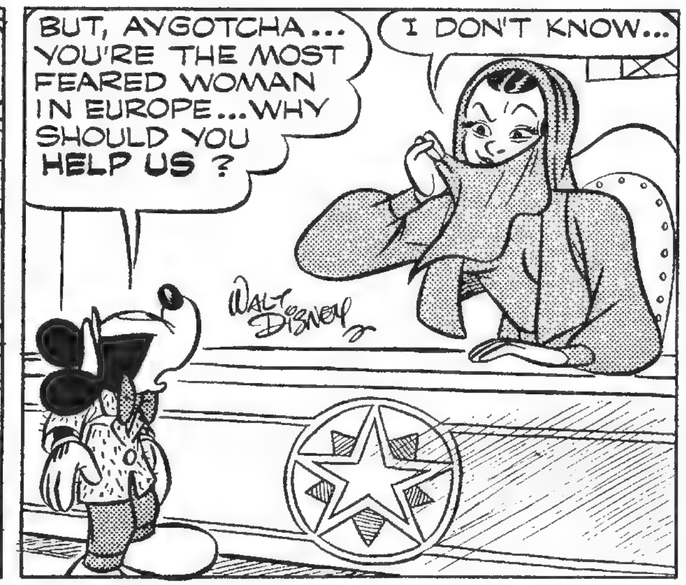
GEE, LADY... YOU SURE FRIGHTENED HIM! HOW...?
RIDICULOUS! HOW COULD POOR LITTLE ME FRIGHTEN THAT BIG, STRONG GENERAL?
PTHAT'S WHAT I WAS WONDERING!..?
WALT DISNEY


THE "LADY VEILED IN BLUE"!
WHO ARE YOU?
I AM "AYGOTCHA", HEAD OF THE SECRET POLICE ...AND THE MOST FEARED WOMAN IN EUROPE!

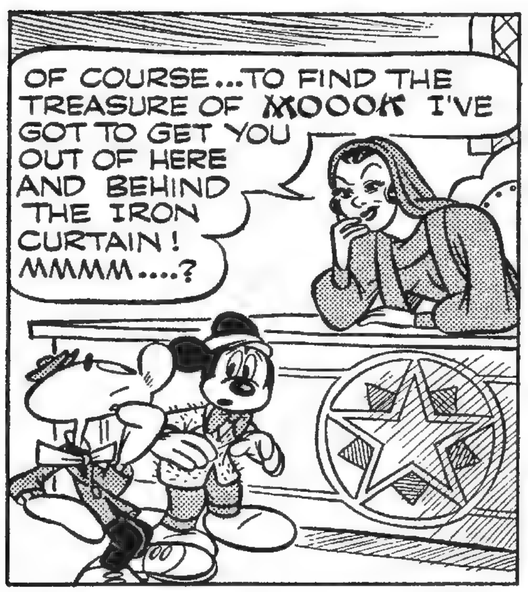
I'VE HEARD OF YOU, AYGOTCHA! WHAT DO YOU WANT WITH US?
I WAS ABOUT TO PROPOSE A BUSINESS PARTNERSHIP!
WALT DISNEY
5-8


GIVE US TIME TO DECIDE!...OOPS!
PHOWDY, PARDNER!

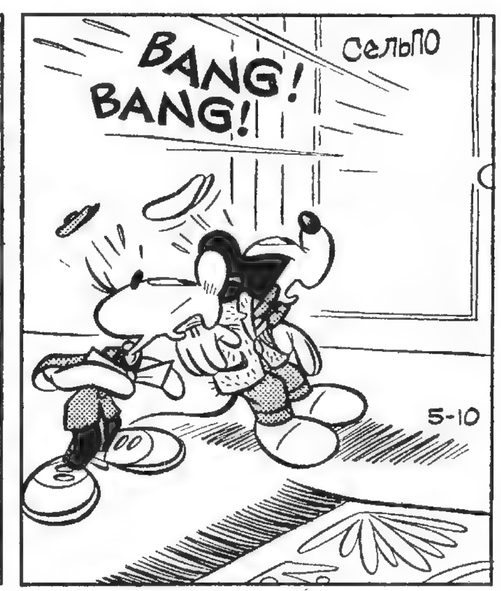

ALL RIGHT, AYGOTCHA! WHAT'S THE DEAL?
SIMPLE! YOU ARE LOOKING FOR THE LOST TREASURE OF MOOOK! I HELP YOU FIND IT!
5-9


BUT, AYGOTCHA... YOU'RE THE MOST FEARED WOMAN IN EUROPE...WHY SHOULD YOU HELP US?
I DON'T KNOW...
WALT DISNEY

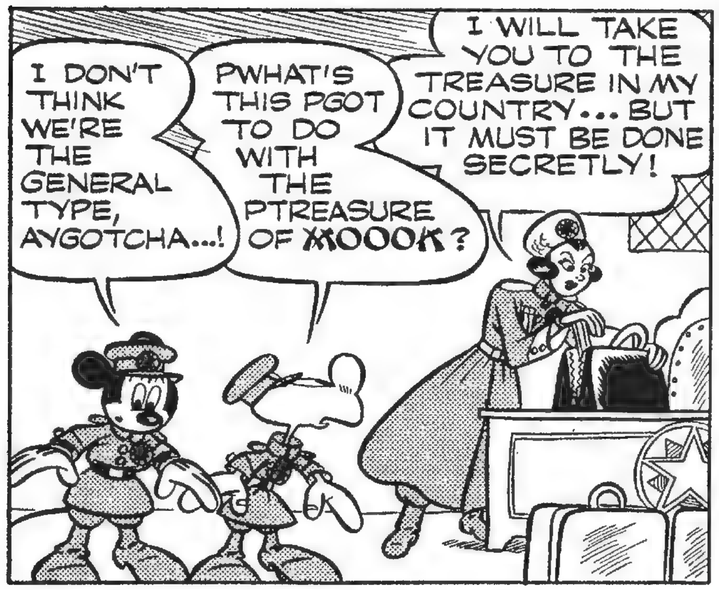
...I GUESS I'M JUST A SIMPLE, FRIENDLY GIRL AT HEART!


OF COURSE...TO FIND THE TREASURE OF MOOOK I'VE GOT TO GET YOU OUT OF HERE AND BEHIND THE IRON CURTAIN! MMMM....?

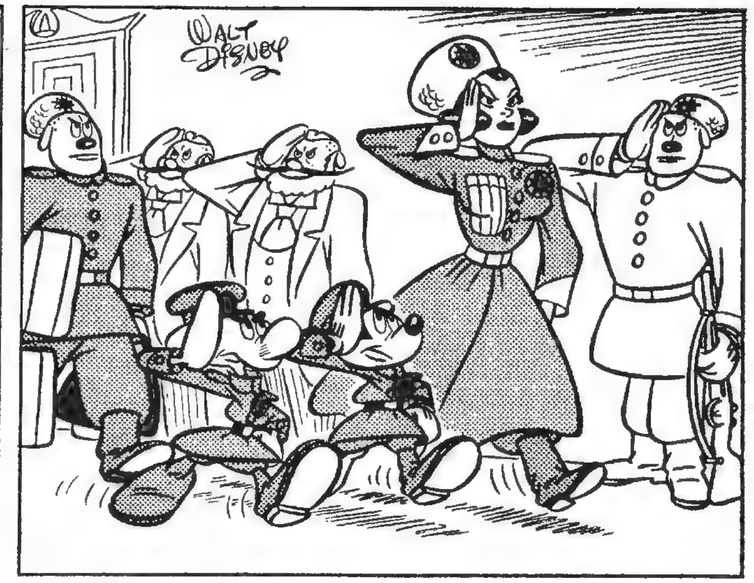
STEFAN...WILL YOU ASK GENERAL KOLPAK AND GENERAL HZOTPAK TO STEP INTO THE ANTEROOM A MOMENT?

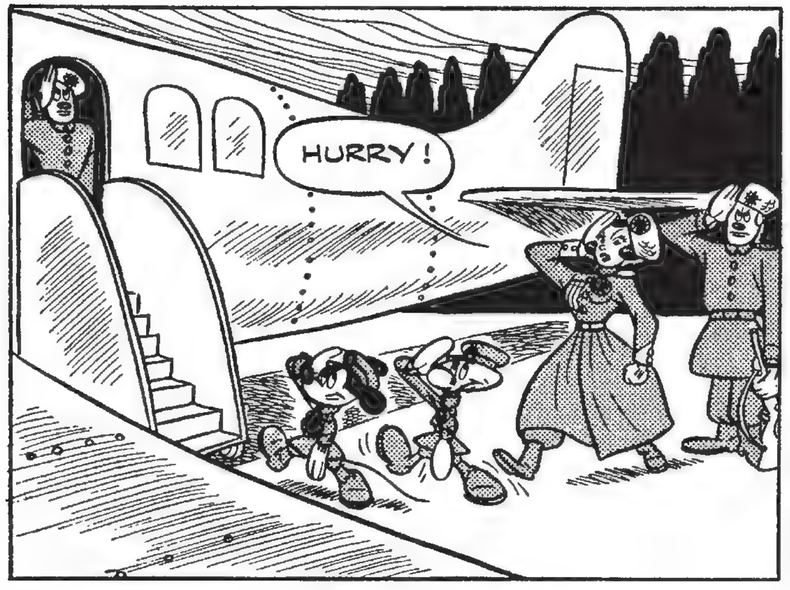

BANG! BANG!
СельПО
5-10

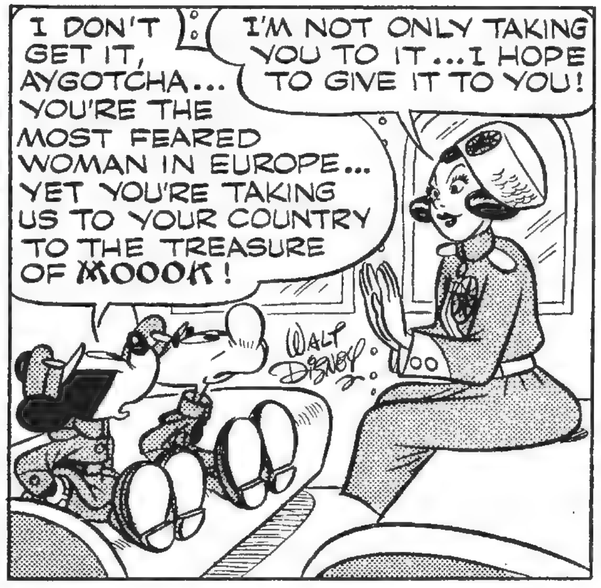
SLIP THESE ON, FRIENDS! I THINK THEY'LL FIT YOU!
WALT DISNEY


I DON'T THINK WE'RE THE GENERAL TYPE, AYGOTCHA...!
PWHAT'S THIS PGOT TO DO WITH THE PTREASURE OF MOOOK?
I WILL TAKE YOU TO THE TREASURE IN MY COUNTRY... BUT IT MUST BE DONE SECRETLY!

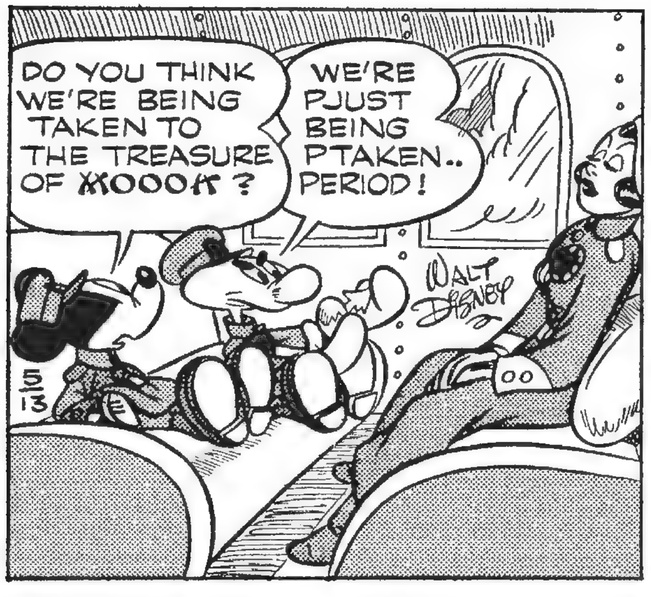
BUT I THOUGHT YOU WERE THE MOST FEARED WOMAN IN EUROPE!
YES... BUT I TOO AM WATCHED! DON'T SAY ANYTHING... JUST KEEP SALUTING!
5-11

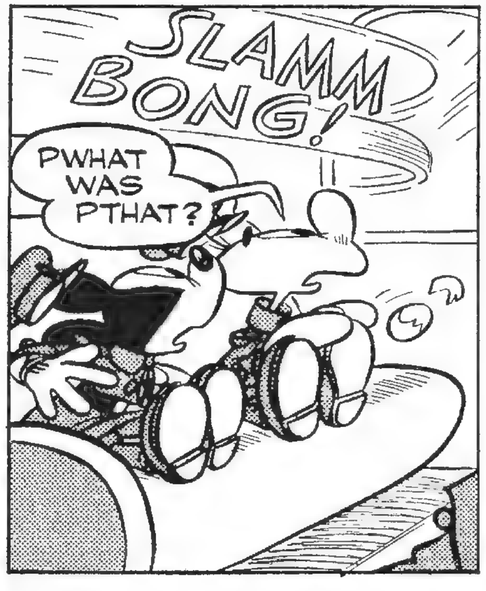

WALT DISNEY

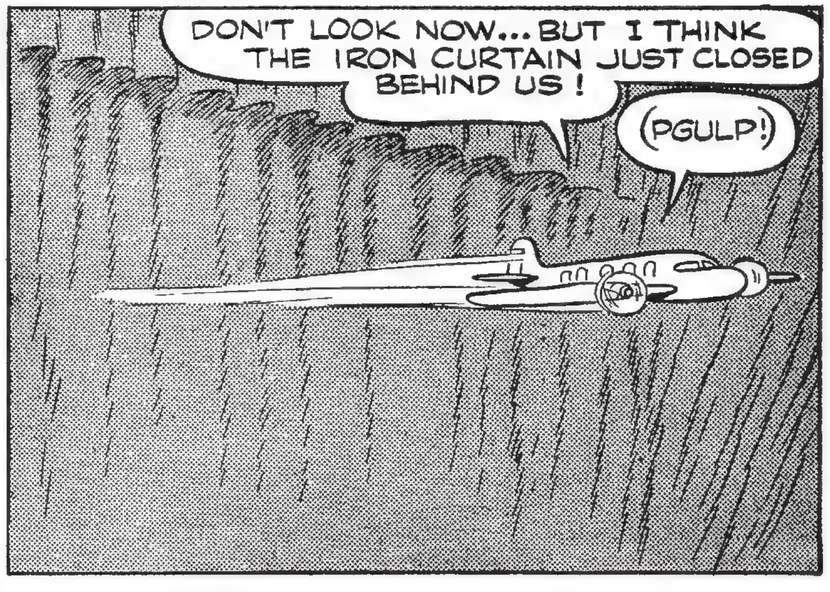

HURRY!


I DON'T GET IT, AYGOTCHA... YOU'RE THE MOST FEARED WOMAN IN EUROPE... YET YOU'RE TAKING US TO YOUR COUNTRY TO THE TREASURE OF MOOOK!
I'M NOT ONLY TAKING YOU TO IT... I HOPE TO GIVE IT TO YOU!
WALT DISNEY

YES, FRIENDS... I CERTAINLY HOPE TO GIVE IT TO YOU!
ISN'T THAT NICE, EEGA?
PDANDY, GENERAL... PJUST DOUBLE LICORICE PDANDY!
5/12


DO YOU THINK WE'RE BEING TAKEN TO THE TREASURE OF MOOOK?
WE'RE PJUST BEING PTAKEN.. PERIOD!
WALT DISNEY
5/13

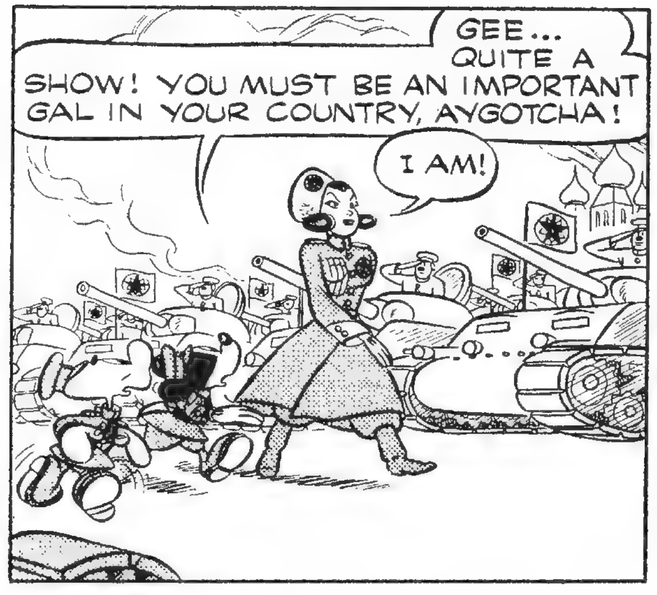

SLAMM BONG!
PWHAT WAS PTHAT?

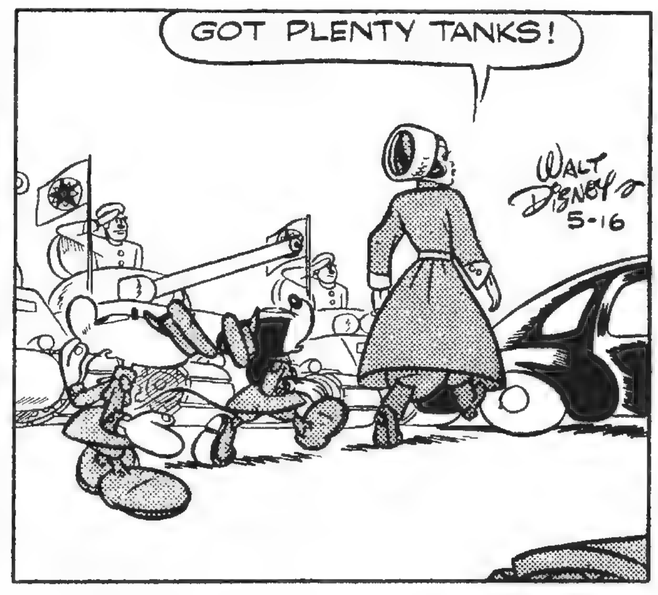

DON'T LOOK NOW... BUT I THINK THE IRON CURTAIN JUST CLOSED BEHIND US!
(PGULP!)

WHO'D HAVE GUESSED THAT OUR SEARCH FOR THE TREASURE OF MOOOK WOULD LAND US BEHIND THE IRON CURTAIN?
PNOT ME!

LOOK AT THOSE MEDALS!
PYEAH!

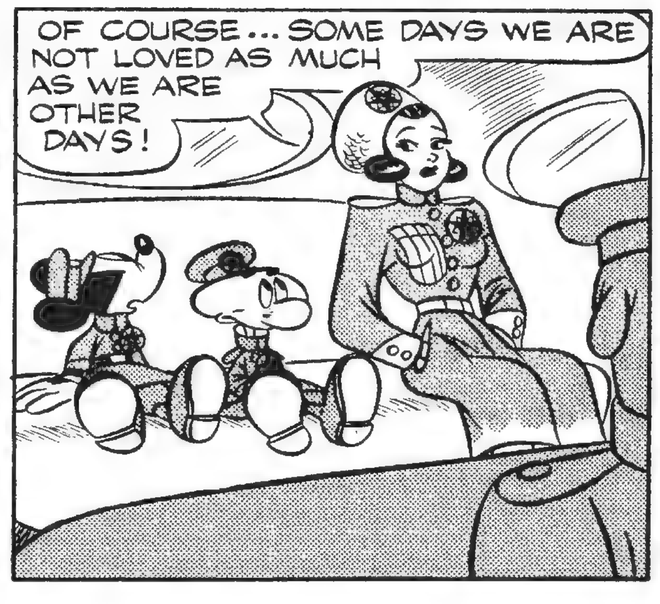
THEY MUST BE GREAT HEROES!
GOOD CONDUCT MEDALS! AWARDED FOR TEETH-BRUSHING AND SHOE-SHINING!
WALT DISNEY
5-15

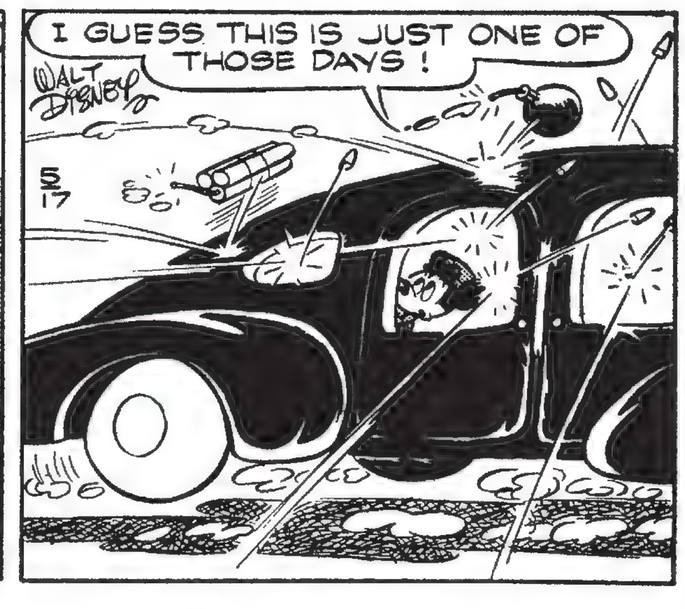

GEE... QUITE A SHOW! YOU MUST BE AN IMPORTANT GAL IN YOUR COUNTRY, AYGOTCHA!
I AM!

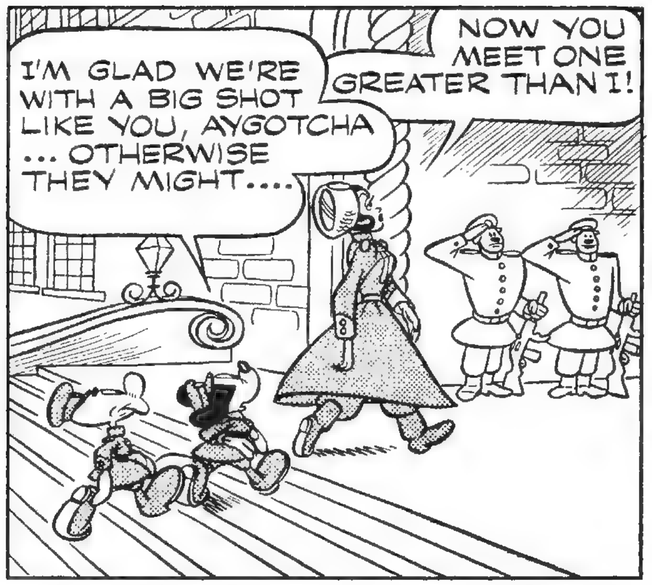

GOT PLENTY TANKS!
WALT DISNEY
5-16

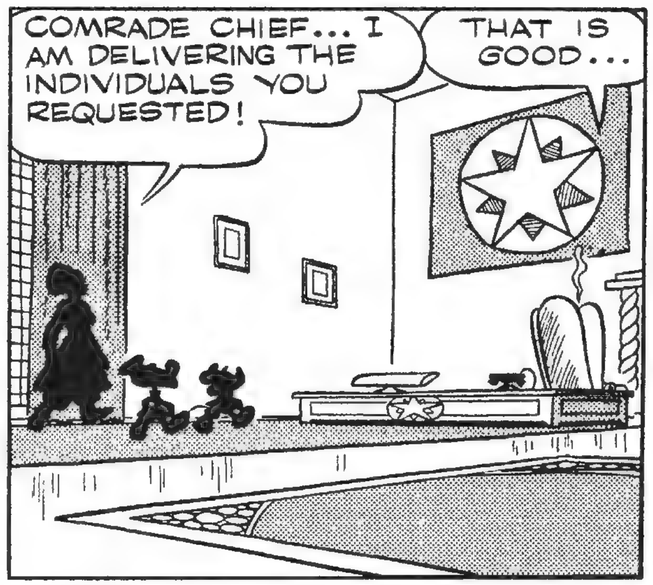
WE BIG, STRONG NATION!
OH, YEAH?!

BULLETPROOF, EH? YOU EXPECTING TROUBLE, AYGOTCHA?
OH, NO! IN MY COUNTRY EVERYONE LOVES EVERYONE!

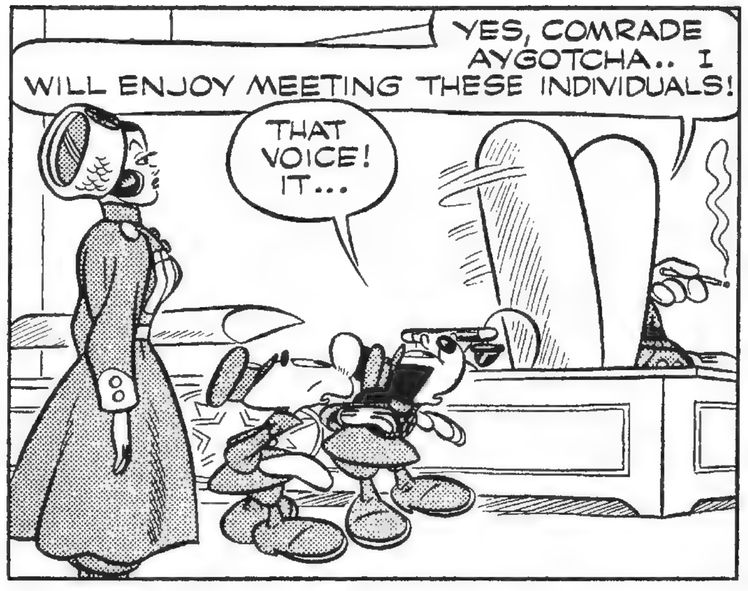

OF COURSE... SOME DAYS WE ARE NOT LOVED AS MUCH AS WE ARE OTHER DAYS!

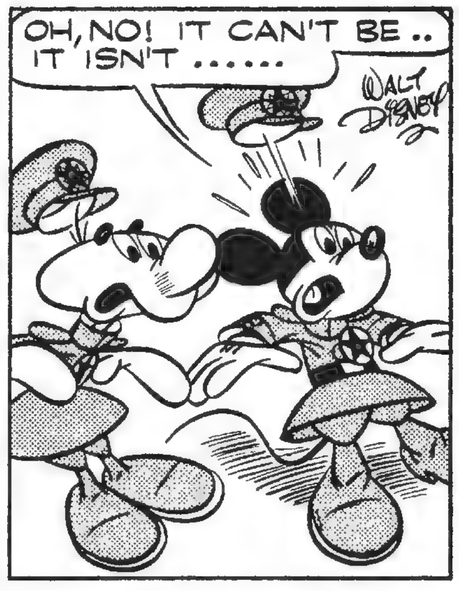

I GUESS THIS IS JUST ONE OF THOSE DAYS!
WALT DISNEY
5
17

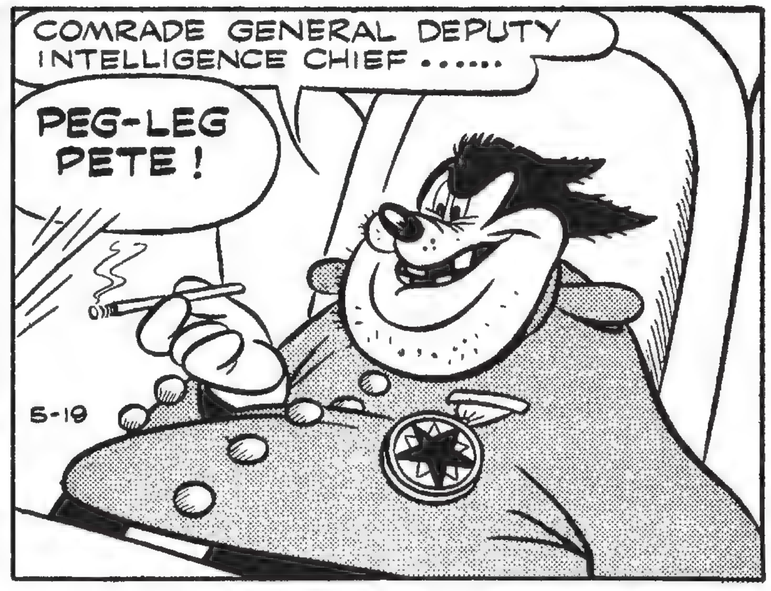

I'M GLAD WE'RE WITH A BIG SHOT LIKE YOU, AYGOTCHA ... OTHERWISE THEY MIGHT....
NOW YOU MEET ONE GREATER THAN I!

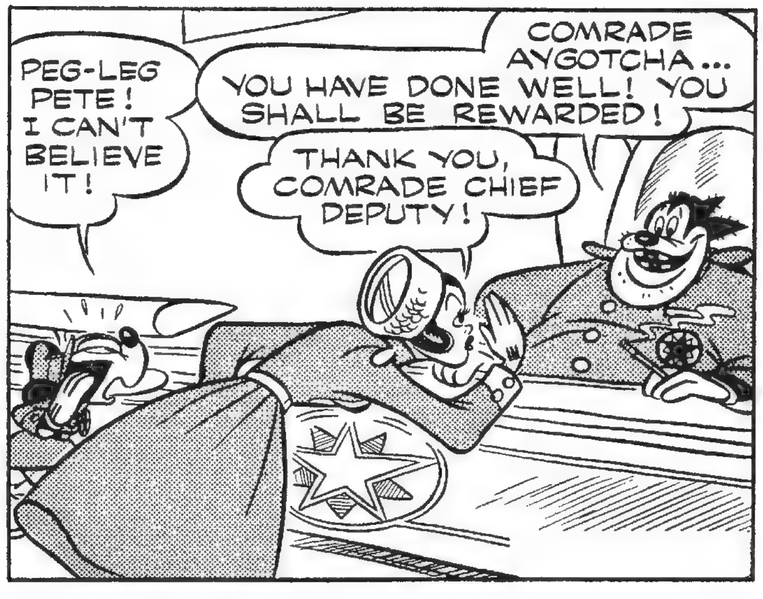

COMRADE CHIEF... I AM DELIVERING THE INDIVIDUALS YOU REQUESTED!
THAT IS GOOD...

I HAVE BEEN WAITING FOR THIS MOMENT!
THERE'S SOMETHING FAMILIAR ABOUT THAT VOICE!
WALT DISNEY
5-18

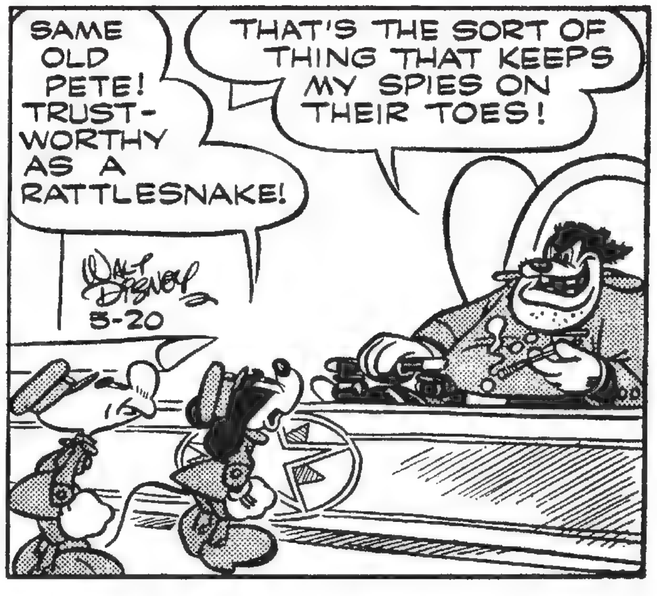

YES, COMRADE AYGOTCHA.. I WILL ENJOY MEETING THESE INDIVIDUALS!
THAT VOICE! IT...

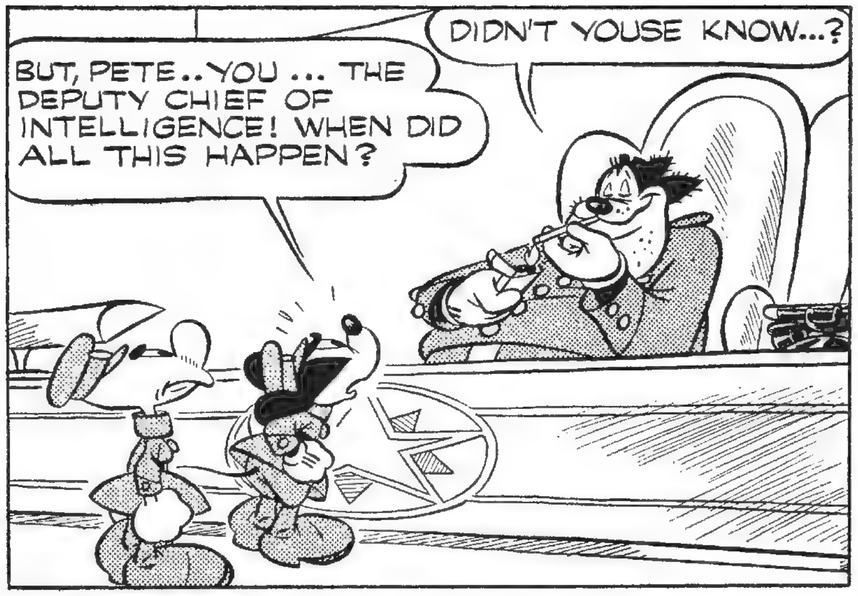

OH, NO! IT CAN'T BE .. IT ISN'T .....
WALT DISNEY


COMRADE GENERAL DEPUTY INTELLIGENCE CHIEF .....
PEG-LEG PETE!
5-19

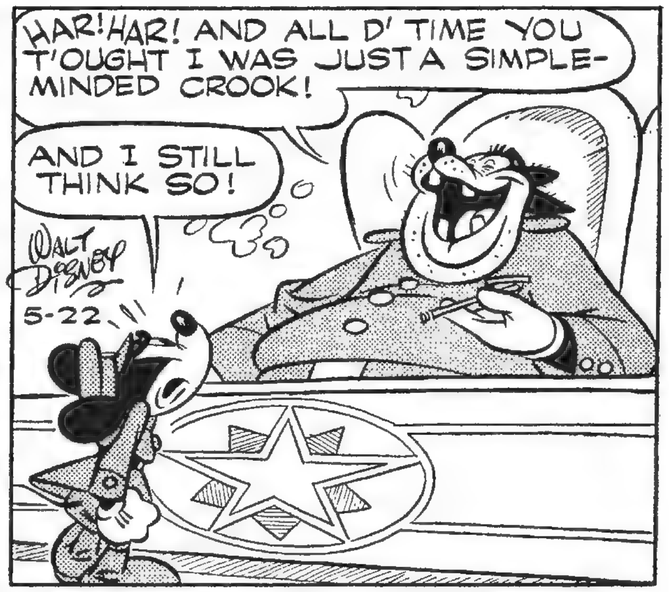

PEG-LEG PETE! I CAN'T BELIEVE IT!
COMRADE AYGOTCHA... YOU HAVE DONE WELL! YOU SHALL BE REWARDED!
THANK YOU, COMRADE CHIEF DEPUTY!

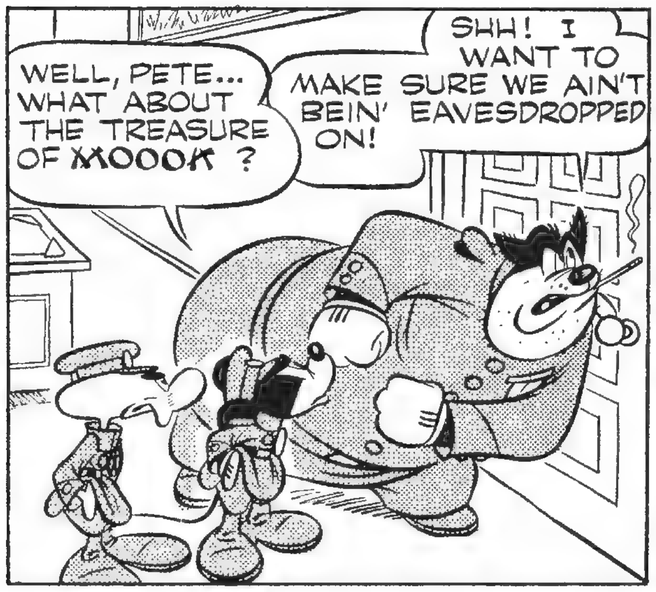
COMRADE AYGOTCHA JUST LEFT MY OFFICE... SEIZE HER IMMEDIATELY! SEND HER TO CONCENTRATION CAMP #4726!

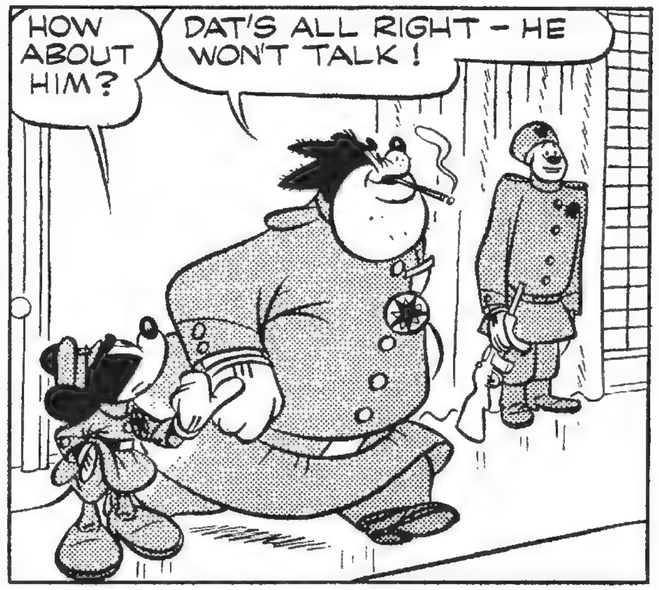

SAME OLD PETE! TRUST-WORTHY AS A RATTLESNAKE!
THAT'S THE SORT OF THING THAT KEEPS MY SPIES ON THEIR TOES!
WALT DISNEY
5-20


BUT, PETE..YOU ... THE DEPUTY CHIEF OF INTELLIGENCE! WHEN DID ALL THIS HAPPEN?
DIDN'T YOUSE KNOW...?

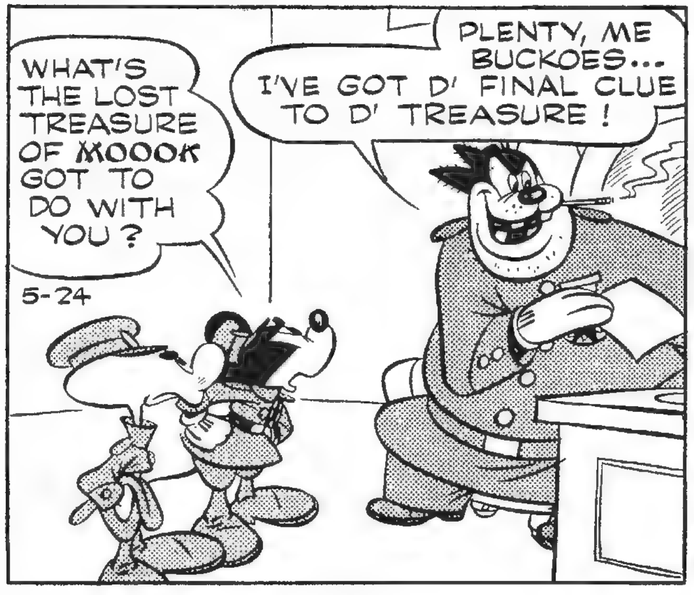
I ALWAYS HAD DIS JOB ... I WAS A SPY T'ROO ALL D' YEARS WE KNEW EACH OTHER...!


HAR! HAR! AND ALL D' TIME YOU T'OUGHT I WAS JUST A SIMPLE-MINDED CROOK!
AND I STILL THINK SO!
WALT DISNEY
5-22

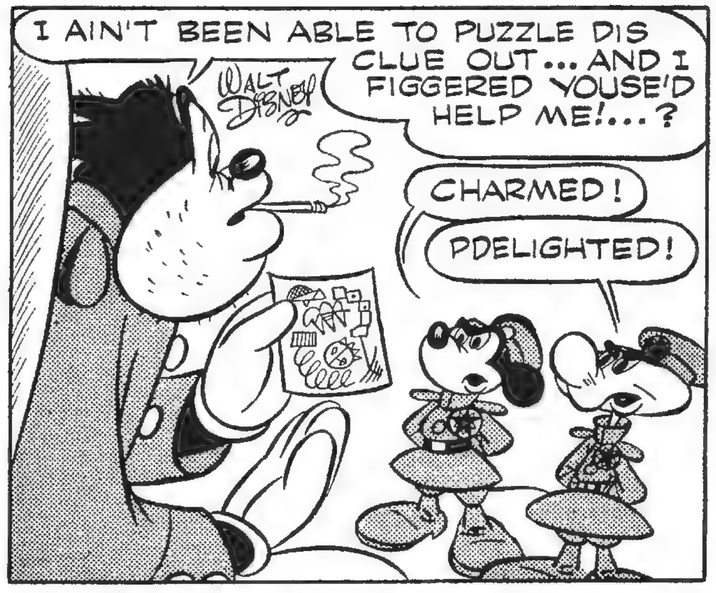

WELL, PETE... WHAT ABOUT THE TREASURE OF MOOOK ?
SHH! I WANT TO MAKE SURE WE AIN'T BEIN' EAVESDROPPED ON!

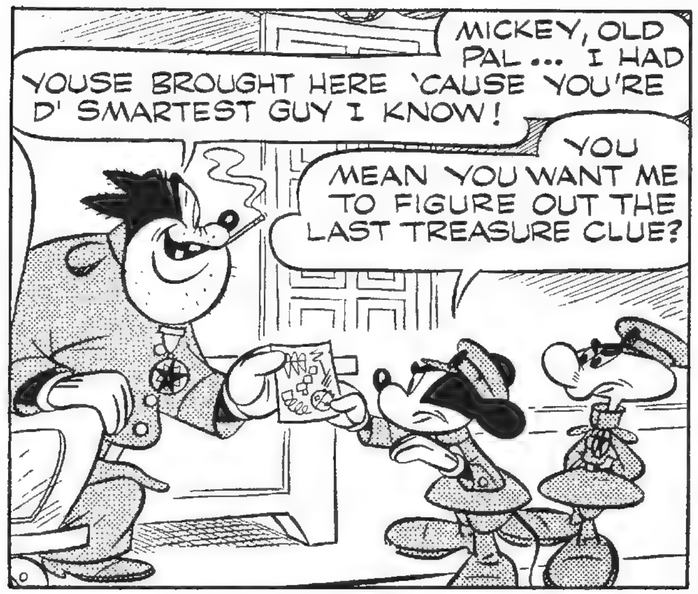

HOW ABOUT HIM?
DAT'S ALL RIGHT - HE WON'T TALK!

I ALWAYS SHOOT THE GUARD AT THE END OF A WOIKING DAY!
WALT DISNEY
5/23


WHAT'S THE LOST TREASURE OF MOOOK GOT TO DO WITH YOU?
PLENTY, ME BUCKOES... I'VE GOT D' FINAL CLUE TO D' TREASURE!
5-24

WHAT DO YOU WANT WITH US, THEN? WHY DON'T YOU DIG UP THE TREASURE AND LIVE HAPPILY EVER AFTER?
DAT'S JUST D' RUB....


I AIN'T BEEN ABLE TO PUZZLE DIS CLUE OUT... AND I FIGGERED YOUSE'D HELP ME!...?
WALT DISNEY
CHARMED!
PDELIGHTED!

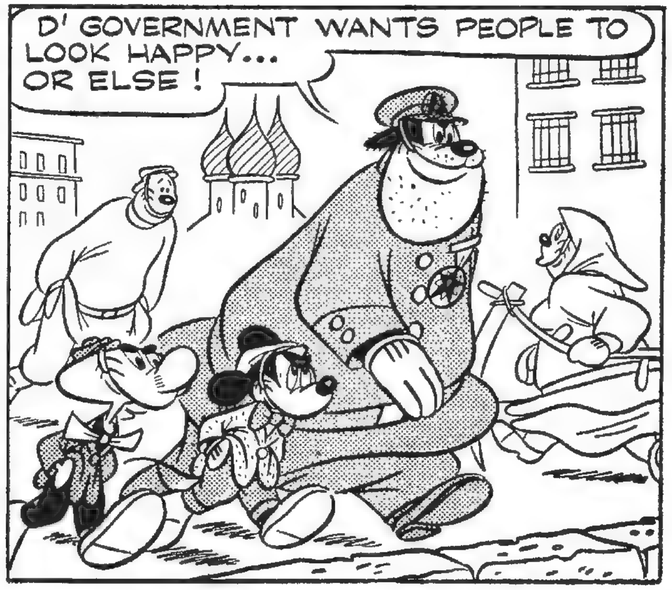

MICKEY, OLD PAL... I HAD YOUSE BROUGHT HERE 'CAUSE YOU'RE D' SMARTEST GUY I KNOW!
YOU MEAN YOU WANT ME TO FIGURE OUT THE LAST TREASURE CLUE?

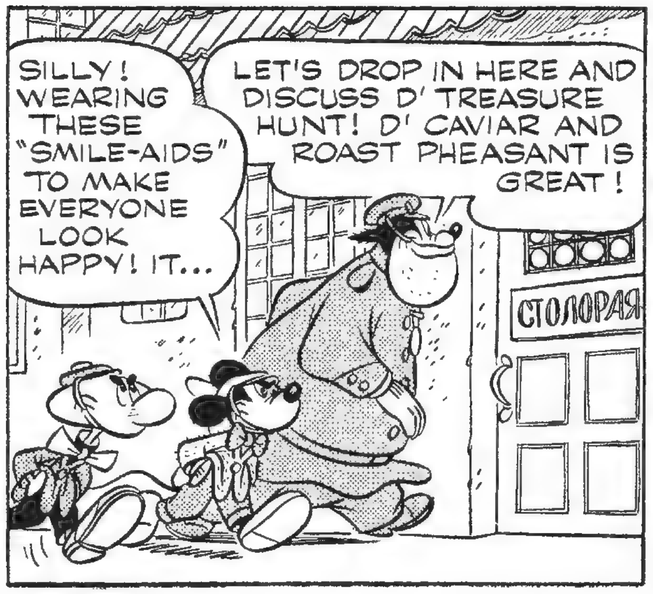
AND AFTER WE FIND THE TREASURE... WE SPLIT?
DON'T BE SILLY, CHUM!
WALT DISNEY
5-25

WHEN D' TREASURE IS FOUND... IT DEPENDS WHICH OF US BUMPS OFF D' OTHER FOIST! IS IT A DEAL?
THANKS FOR BEING HONEST, PETE! IT'S A DEAL!

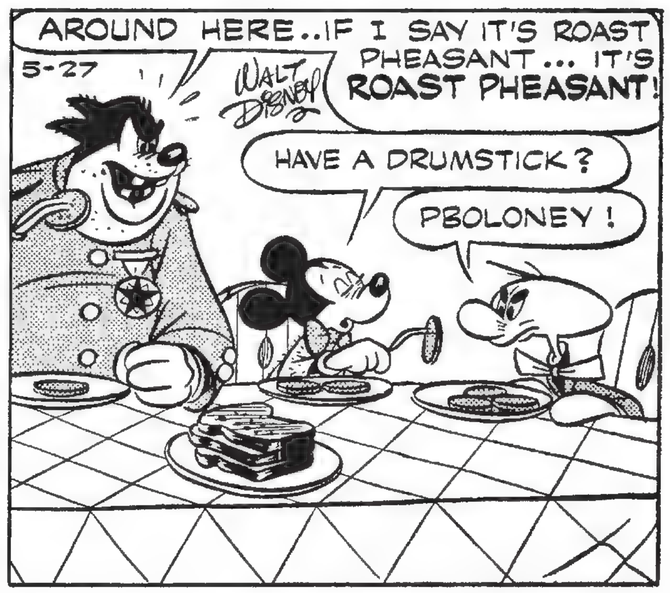
BEFORE WE GO LOOKING FOR THE TREASURE, PETE... LET US GET OUT OF THESE COMIC COSTUMES!
SURE T'ING!

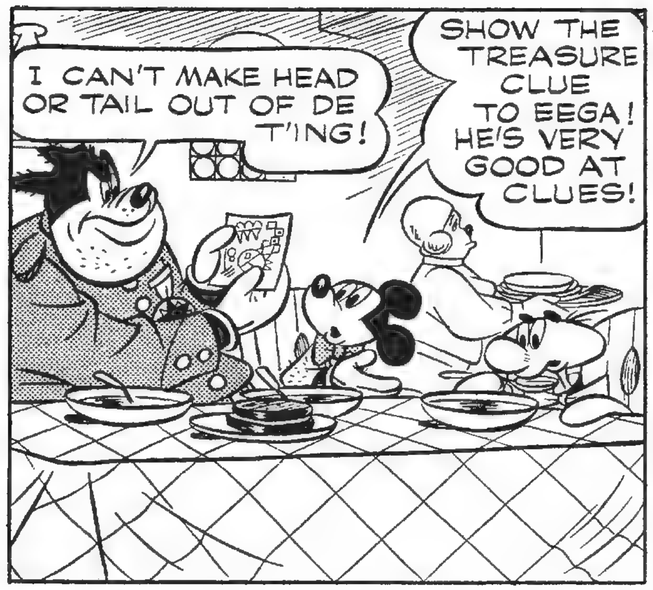
AND AS LONG AS WE'RE GOIN' OUTSIDE... BETTER SLIP DESE "SMILE-AIDS" ON....
WALT DISNEY
5-26

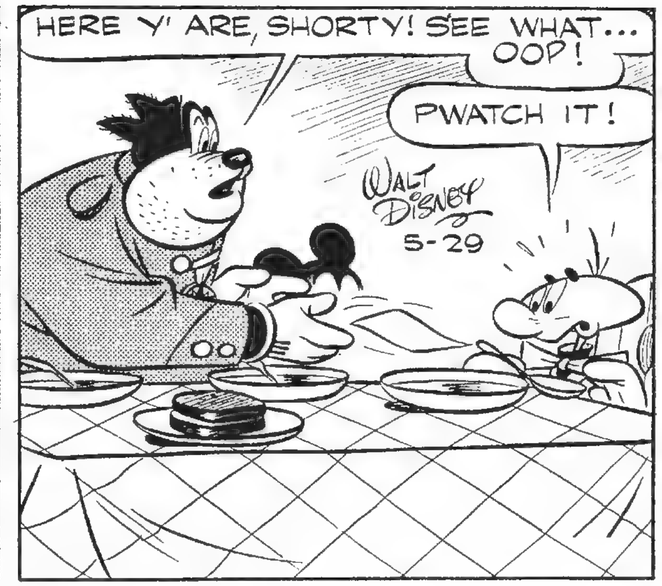

D' GOVERNMENT WANTS PEOPLE TO LOOK HAPPY... OR ELSE!


SILLY! WEARING THESE "SMILE-AIDS" TO MAKE EVERYONE LOOK HAPPY! IT...
LET'S DROP IN HERE AND DISCUSS D' TREASURE HUNT! D' CAVIAR AND ROAST PHEASANT IS GREAT!
СТОЛОРАЯ

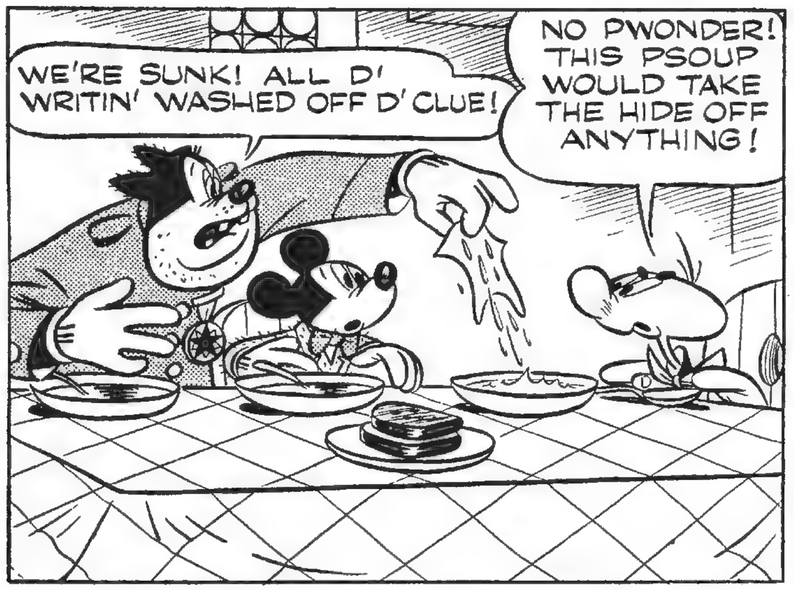
DELICIOUS... HUH?
PCAVIAR AND PROAST PHEASANT?
IT'S ONLY BOLONEY!

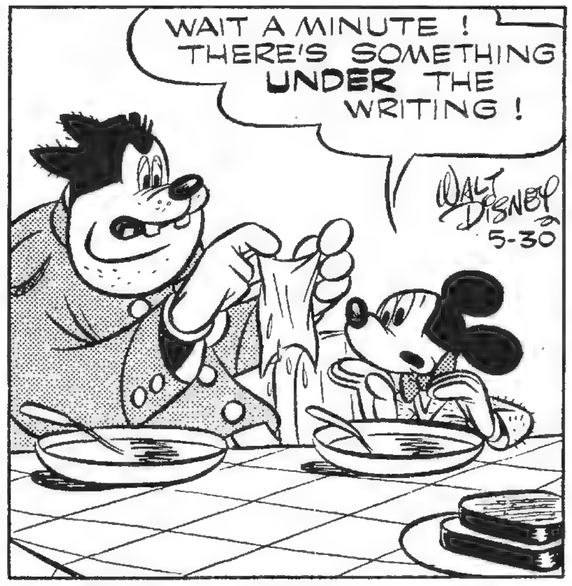

AROUND HERE.. IF I SAY IT'S ROAST PHEASANT... IT'S ROAST PHEASANT!
5-27
WALT DISNEY
HAVE A DRUMSTICK?
PBOLONEY!

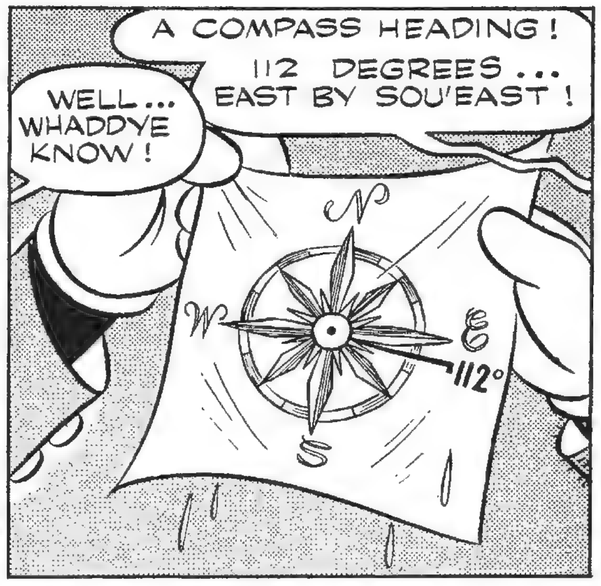

I CAN'T MAKE HEAD OR TAIL OUT OF DE T'ING!
SHOW THE TREASURE CLUE TO EEGA! HE'S VERY GOOD AT CLUES!

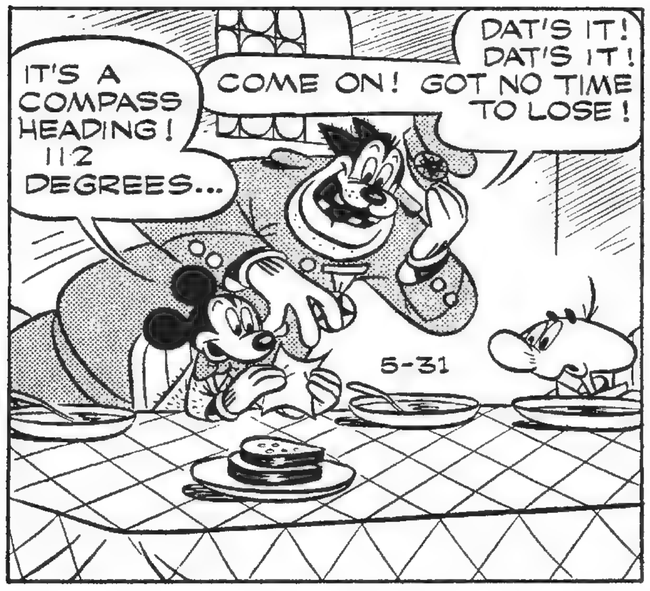

HERE Y' ARE, SHORTY! SEE WHAT... OOP!
PWATCH IT!
WALT DISNEY
5-29

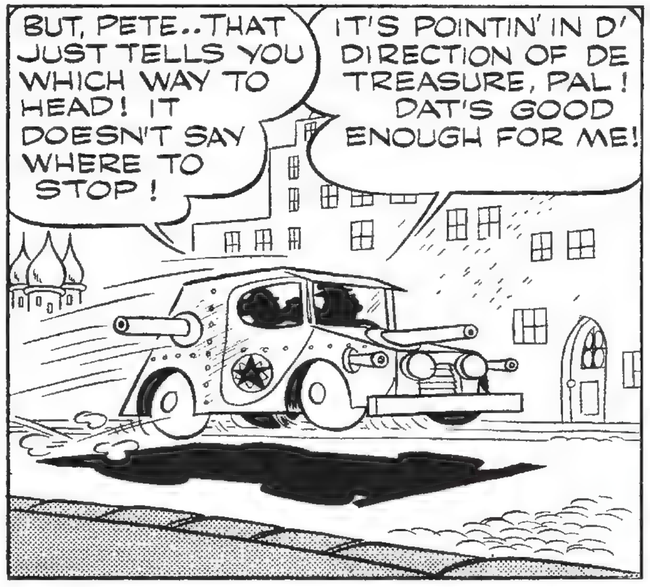
IN THE SOUP!
IF DAT CLUE'S RUINED... WE'RE **ALL** IN D' SOUP!


WE'RE SUNK! ALL D' WRITIN' WASHED OFF D' CLUE!
NO PWONDER! THIS PSOUP WOULD TAKE THE HIDE OFF ANYTHING!

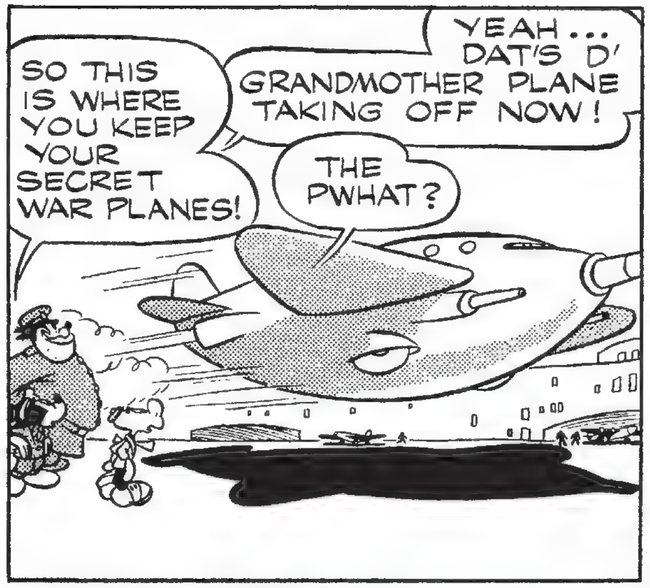

WAIT A MINUTE! THERE'S SOMETHING **UNDER** THE WRITING!
WALT DISNEY
5-30

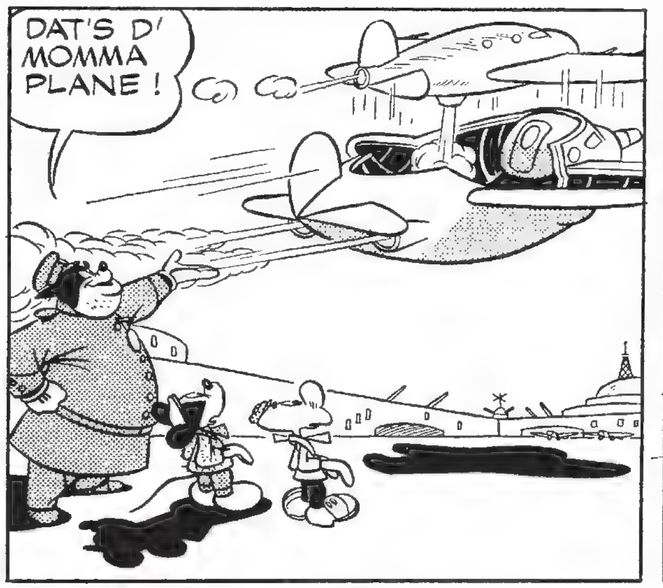

A COMPASS HEADING! 112 DEGREES... EAST BY SOU'EAST!
WELL... WHADDYE KNOW!
W
E
S
112°

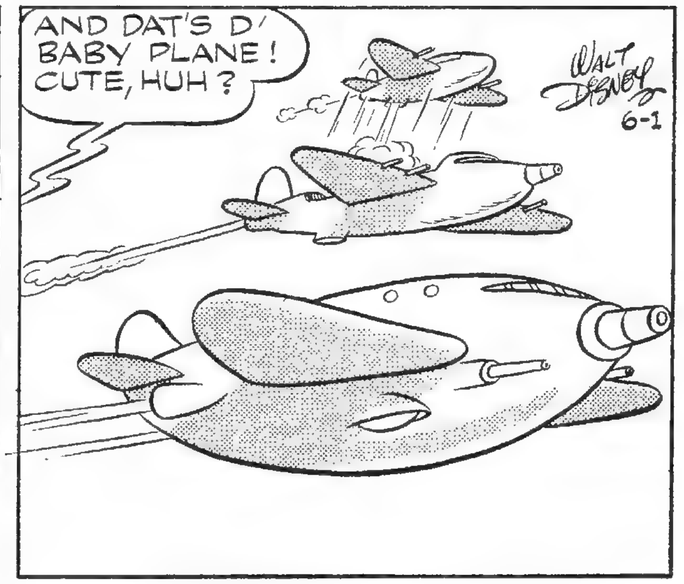

IT'S A COMPASS HEADING! 112 DEGREES...
COME ON! GOT NO TIME TO LOSE!
DAT'S IT! DAT'S IT!
5-31

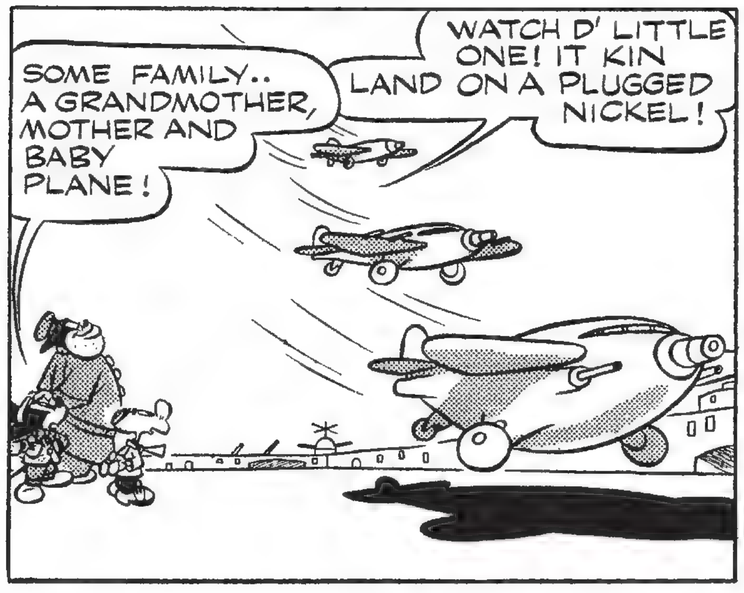

BUT, PETE..THAT JUST TELLS YOU WHICH WAY TO HEAD! IT DOESN'T SAY WHERE TO STOP!
IT'S POINTIN' IN D' DIRECTION OF DE TREASURE, PAL! DAT'S GOOD ENOUGH FOR ME!

WHAT'S BEHIND THE WALL, PETE... THE CROWN JEWELS?
BETTER'N DAT! DIS IS WHERE WE KEEP OUR SECRET WAR PLANES!

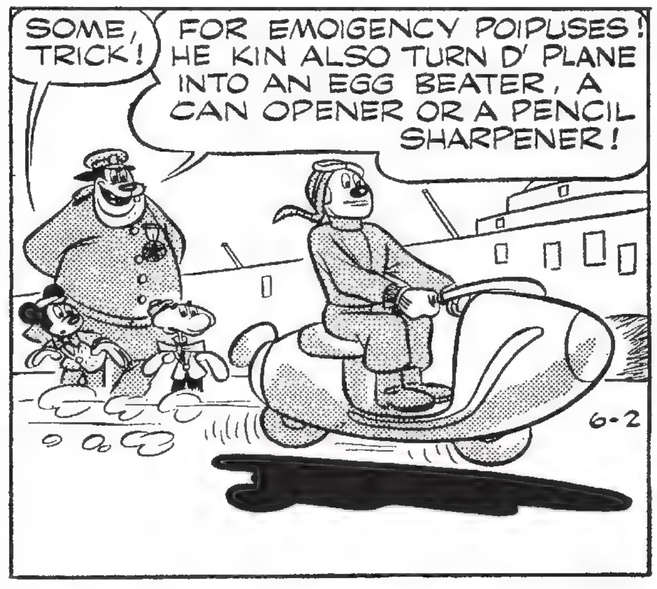

SO THIS IS WHERE YOU KEEP YOUR SECRET WAR PLANES!
YEAH... DAT'S D' GRANDMOTHER PLANE TAKING OFF NOW!
THE PWHAT?

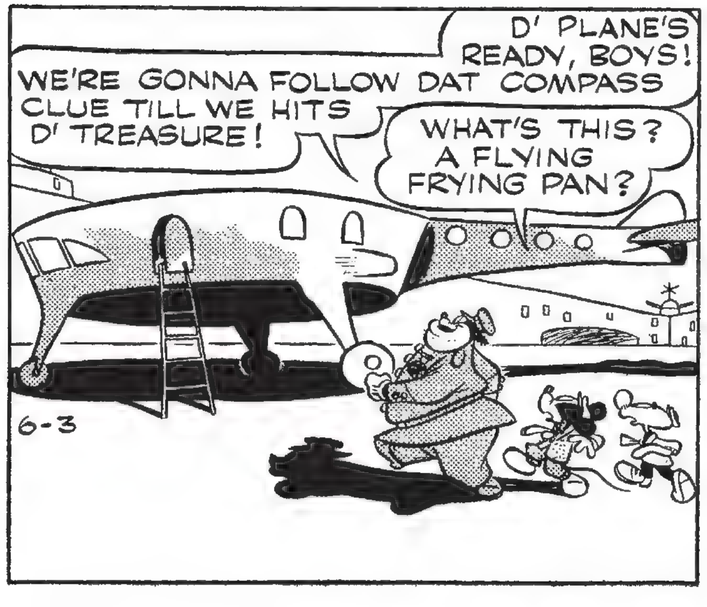

DAT'S D' MOMMA PLANE!


AND DAT'S D' BABY PLANE! CUTE, HUH?
WALT DISNEY
6-1


SOME FAMILY.. A GRANDMOTHER, MOTHER AND BABY PLANE!
WATCH D' LITTLE ONE! IT KIN LAND ON A PLUGGED NICKEL!

WATCH DIS!
WALT DISNEY

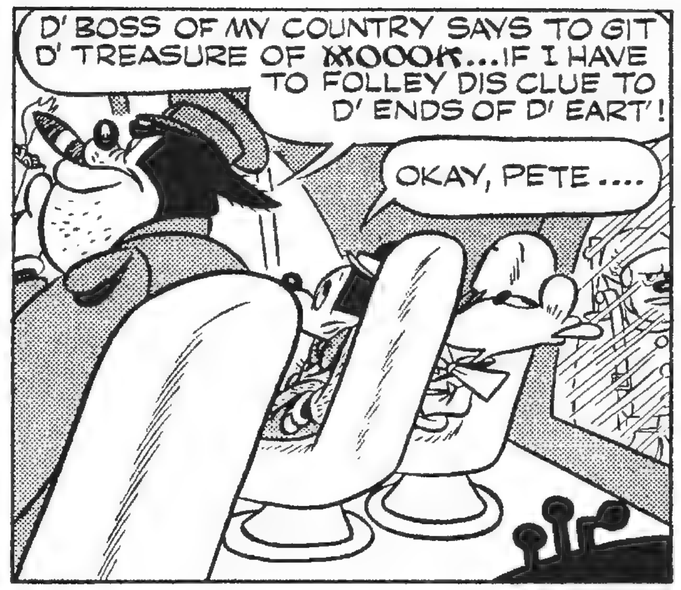

SOME, TRICK!
FOR EMOIGENCY POIPUSES! HE KIN ALSO TURN D' PLANE INTO AN EGG BEATER, A CAN OPENER OR A PENCIL SHARPENER!
6-2

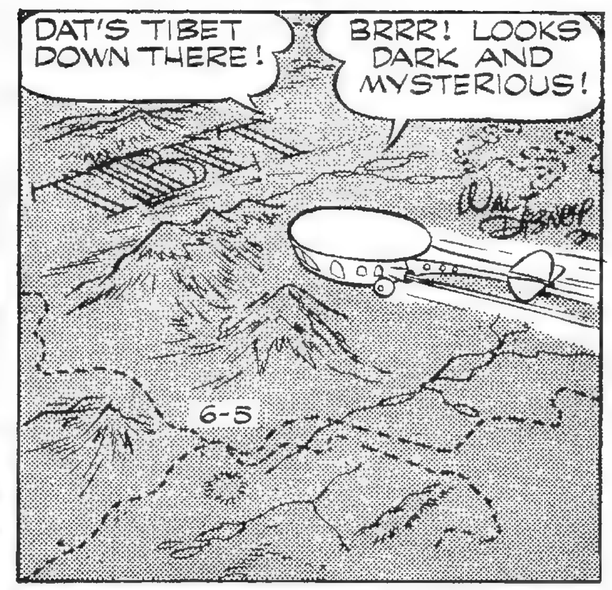

D' PLANE'S READY, BOYS!
WE'RE GONNA FOLLOW DAT COMPASS CLUE TILL WE HITS D' TREASURE!
WHAT'S THIS? A FLYING FRYING PAN?
6-3

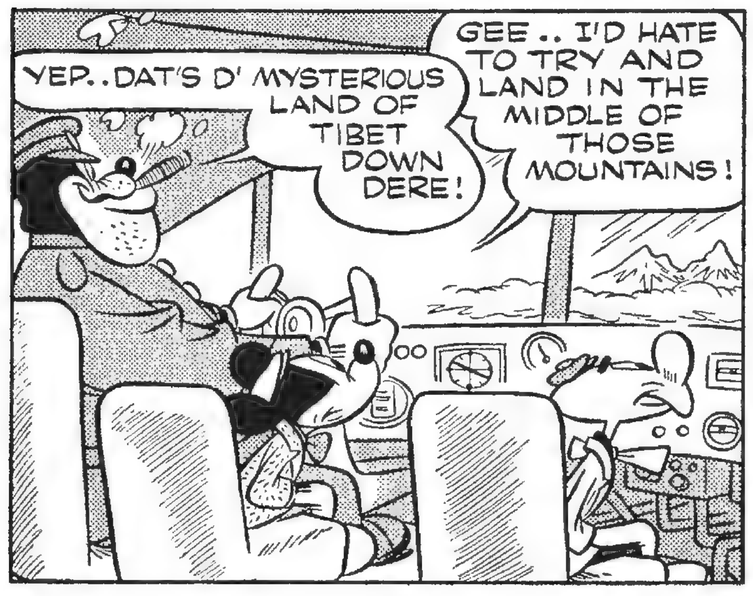
YOU MEAN YOU'RE NOT TAKING ALONG SOME OF YOUR THUGS? YOU TRUST US?
WHY, SOITINLY...!

AFTER ALL.. IF WE'RE GONNA FIND DAT TREASURE.. WE GOT TO HAVE FAITH IN ONE ANUDDER!
WALT DISNEY
PHMMMM!

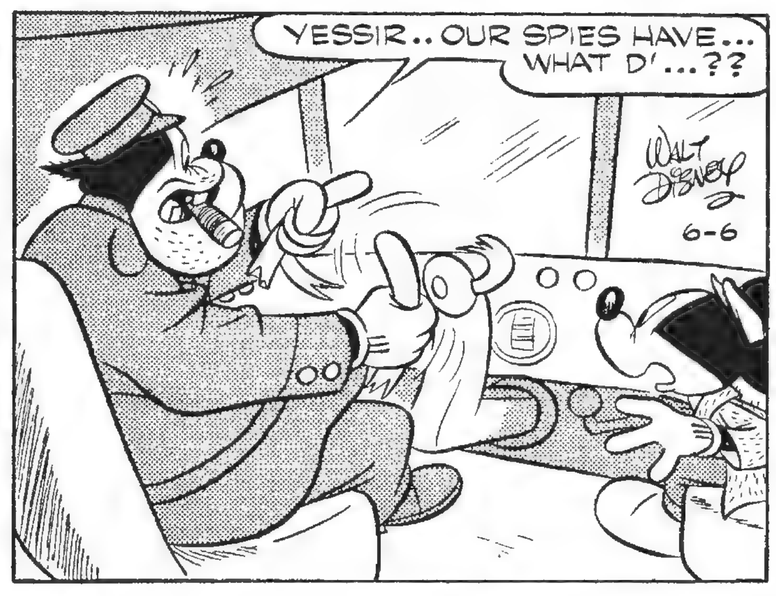
NOW..D' PLANE'S SET ON A "112 DEGREE" COMPASS HEADING..LIKE IT SAYS ON D' CLUE!
BUT, PETE..THIS IS JUST A HEADING... WE DON'T KNOW WHERE TO STOP!

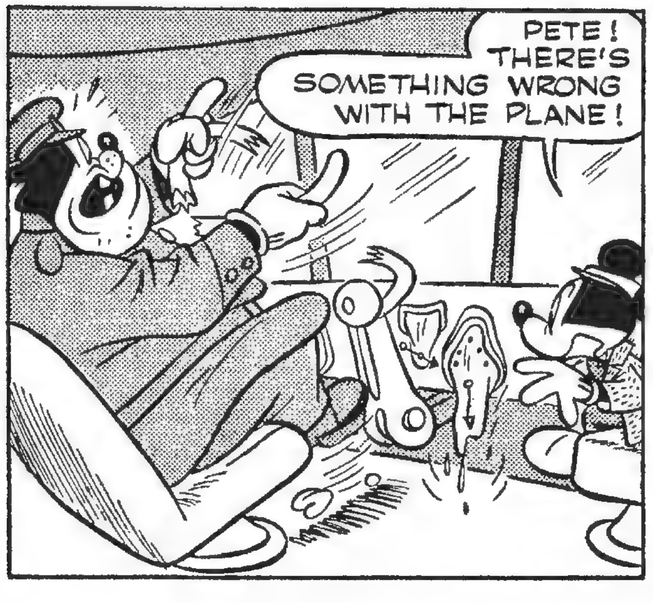

D' BOSS OF MY COUNTRY SAYS TO GIT D' TREASURE OF MOOOK...IF I HAVE TO FOLLEY DIS CLUE TO D' ENDS OF D' EART'!
OKAY, PETE....

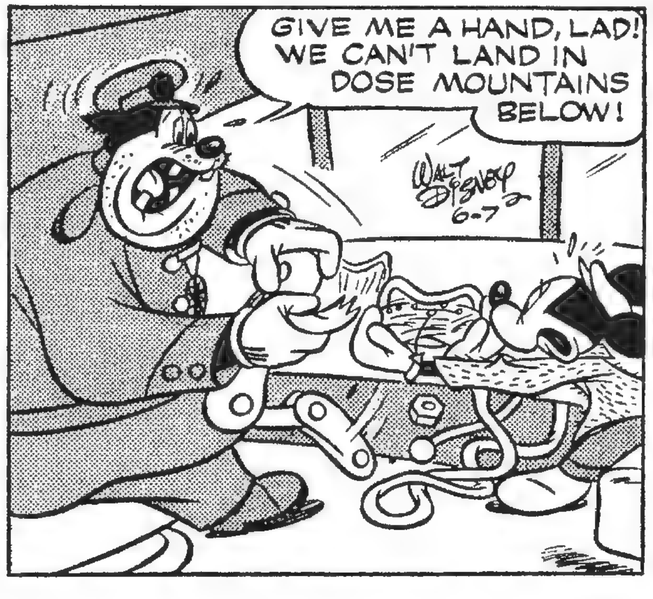

DAT'S TIBET DOWN THERE!
BRRR! LOOKS DARK AND MYSTERIOUS!
WALT DISNEY
6-5

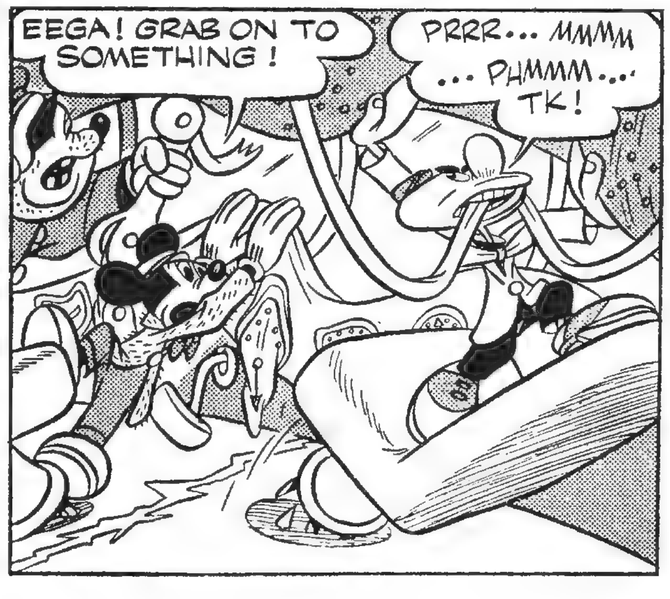

YEP..DAT'S D' MYSTERIOUS LAND OF TIBET DOWN DERE!
GEE.. I'D HATE TO TRY AND LAND IN THE MIDDLE OF THOSE MOUNTAINS!

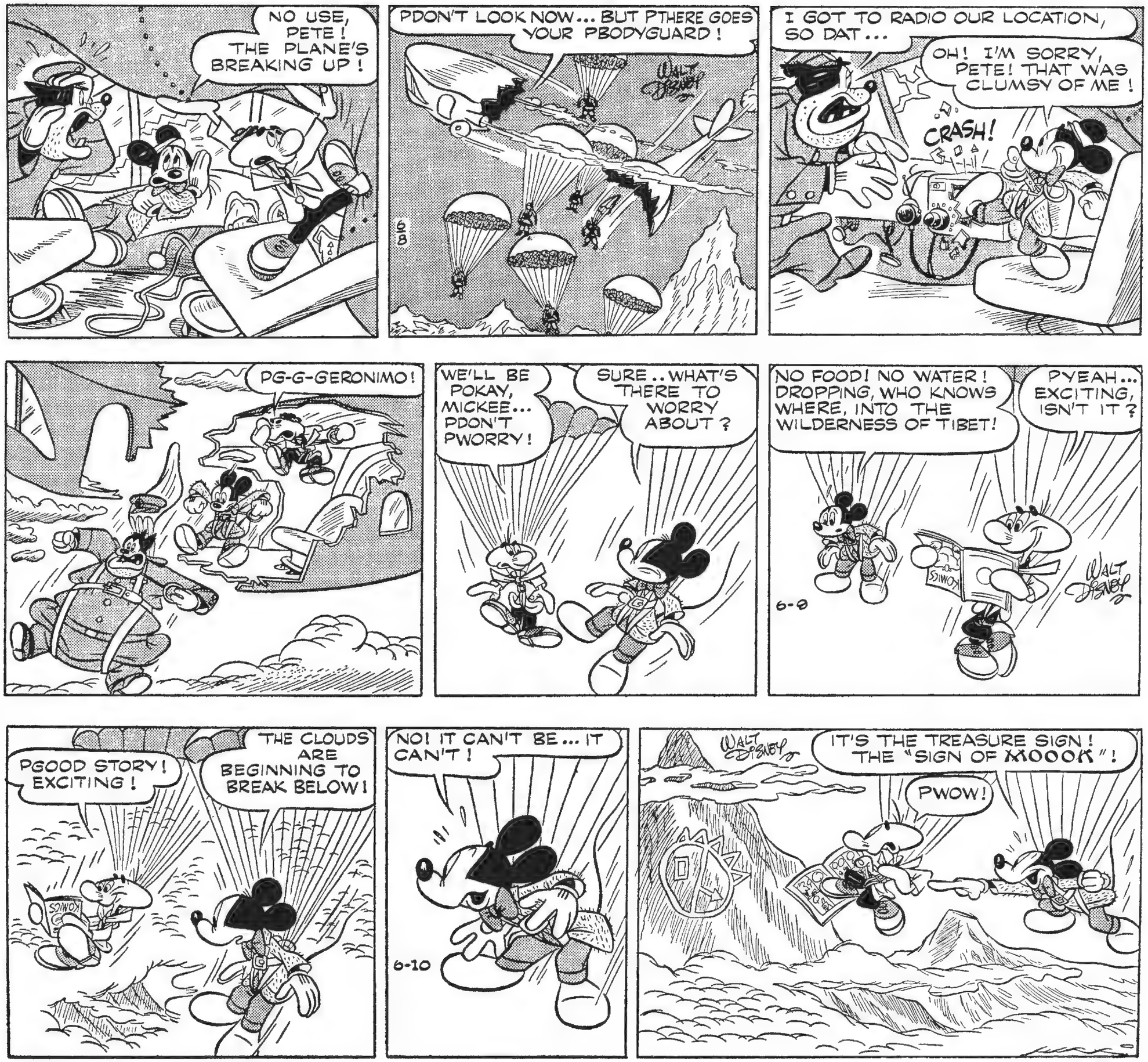
DON'T WORRY, PAL..DIS IS D' FINEST PLANE DAT STOLEN PLANS AND MONEY CAN BUY!

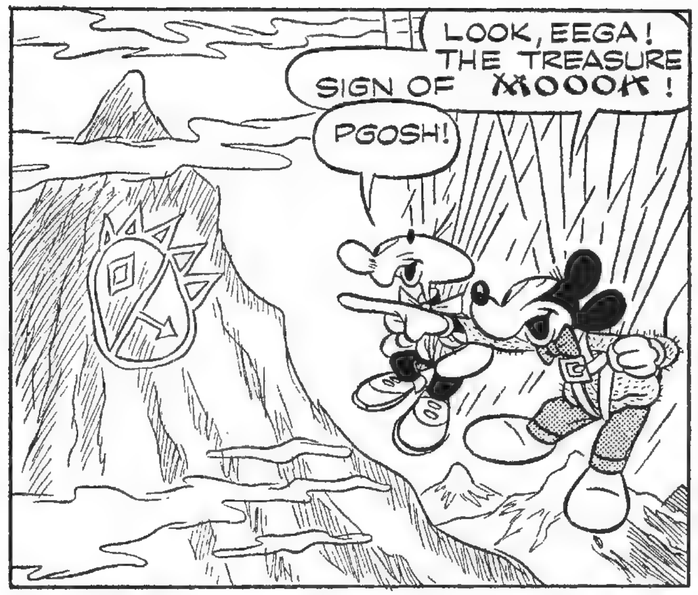

YESSIR..OUR SPIES HAVE... WHAT D'...??
WALT DISNEY
6-6


PETE! THERE'S SOMETHING WRONG WITH THE PLANE!

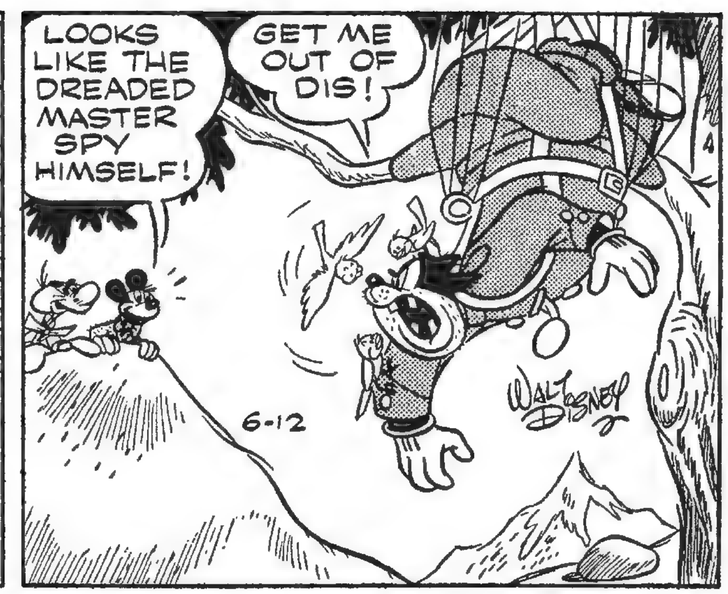

GIVE ME A HAND, LAD! WE CAN'T LAND IN DOSE MOUNTAINS BELOW!
WALT DISNEY
6-7

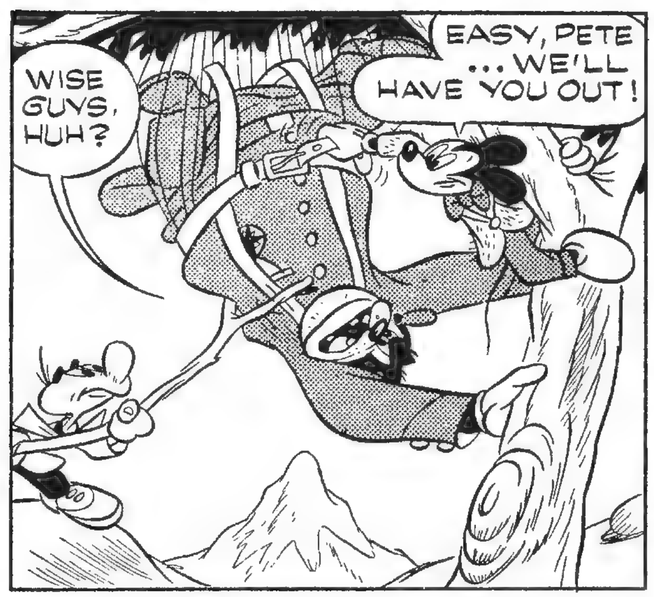

EEGA! GRAB ON TO SOMETHING!
PRRR... MMMM
... PHMMM....
TK!


NO USE, PETE! THE PLANE'S BREAKING UP!
PDON'T LOOK NOW... BUT PTHERE GOES YOUR PBODYGUARD!
WALT DISNEY
6-8
I GOT TO RADIO OUR LOCATION, SO DAT...
OH! I'M SORRY, PETE! THAT WAS CLUMSY OF ME!
CRASH!
PG-G-GERONIMO!
WE'LL BE POKAY, MICKEE... PDON'T PWORRY!
SURE.. WHAT'S THERE TO WORRY ABOUT?
NO FOOD! NO WATER! DROPPING, WHO KNOWS WHERE, INTO THE WILDERNESS OF TIBET!
PYEAH... EXCITING, ISN'T IT?
6-9
WALT DISNEY
PGOOD STORY! EXCITING!
THE CLOUDS ARE BEGINNING TO BREAK BELOW!
NO! IT CAN'T BE... IT CAN'T!
6-10
WALT DISNEY
IT'S THE TREASURE SIGN! THE "SIGN OF MOOOK"!
PWOW!

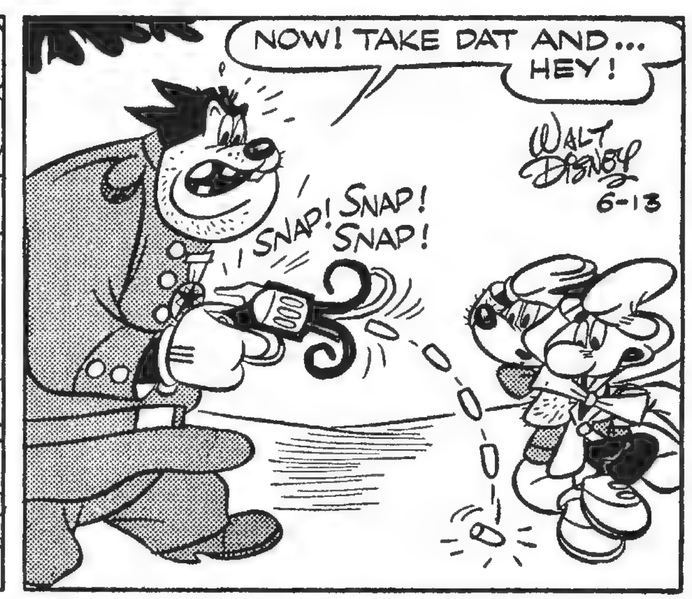

LOOK, EEGA! THE TREASURE SIGN OF MOOOK!
PGOSH!

THANK GOODNESS, WE'RE DOWN SAFE!
I PWONDER WHAT PHAPPENED TO PETE!

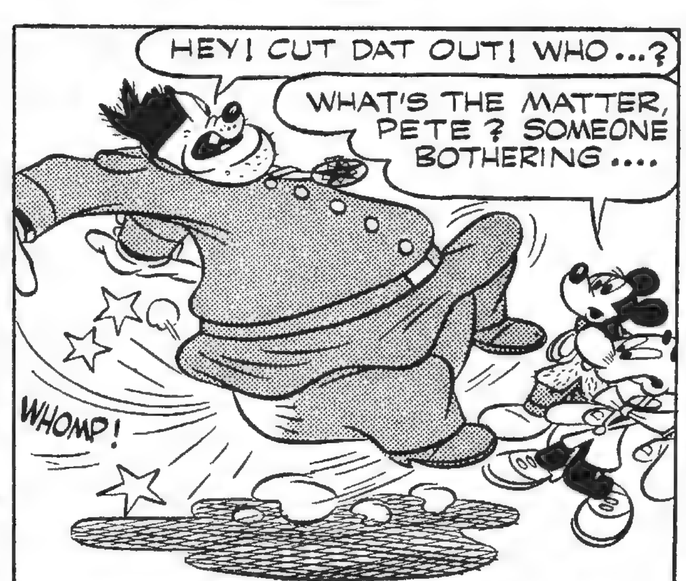

LOOKS LIKE THE DREADED MASTER SPY HIMSELF!
GET ME OUT OF DIS!
6-12
WALT DISNEY

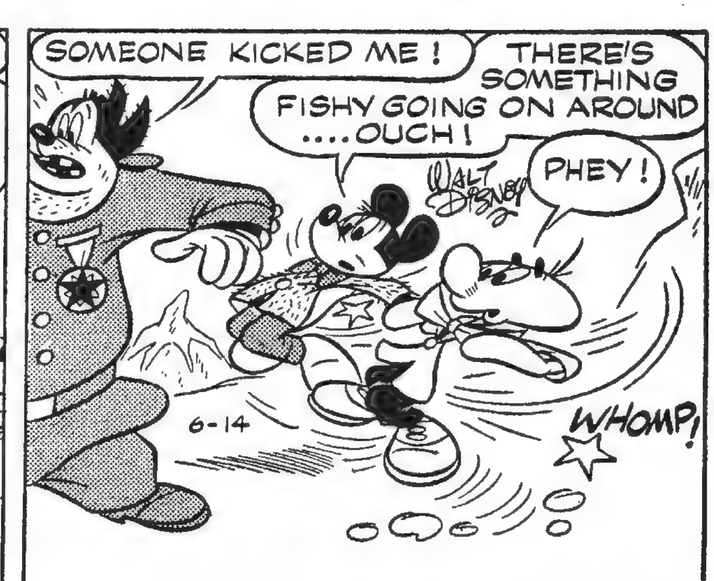

WISE GUYS, HUH?
EASY, PETE ... WE'LL HAVE YOU OUT!

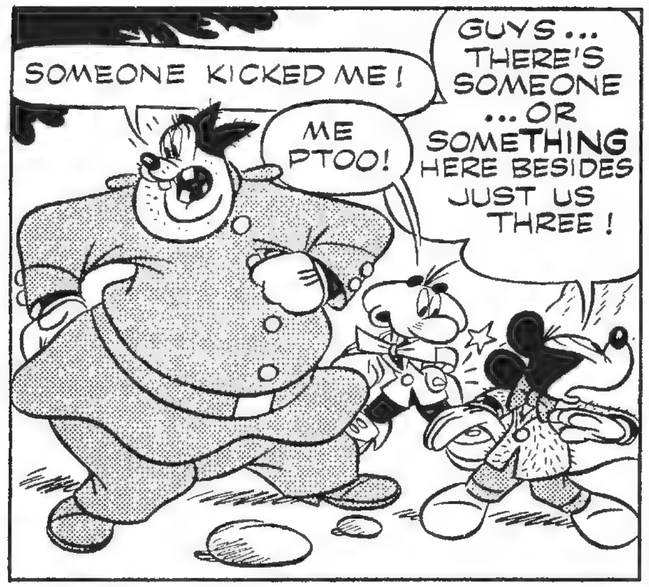
YUH WRECKED MY PLANE... I'M GONNA LET YOUSE HAVE IT!
WAIT A MINUTE, PETE! WE...
PLET'S DON'T BE PHASTY!

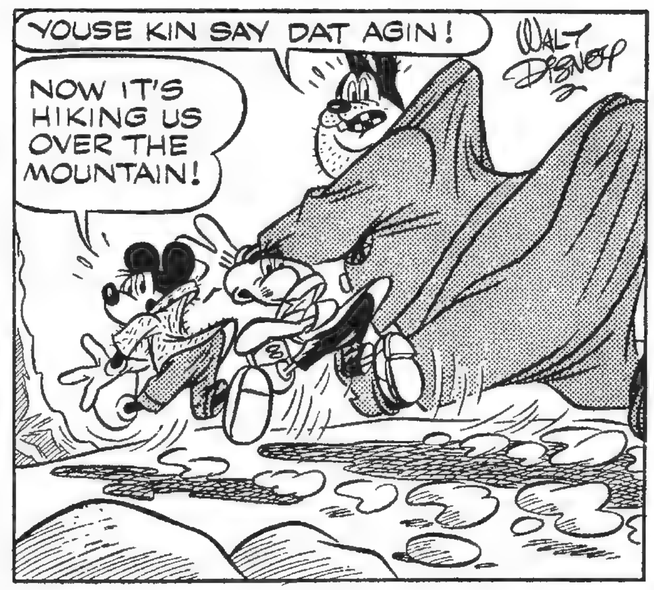

NOW! TAKE DAT AND... HEY!
SNAP! SNAP! SNAP!
WALT DISNEY
6-13

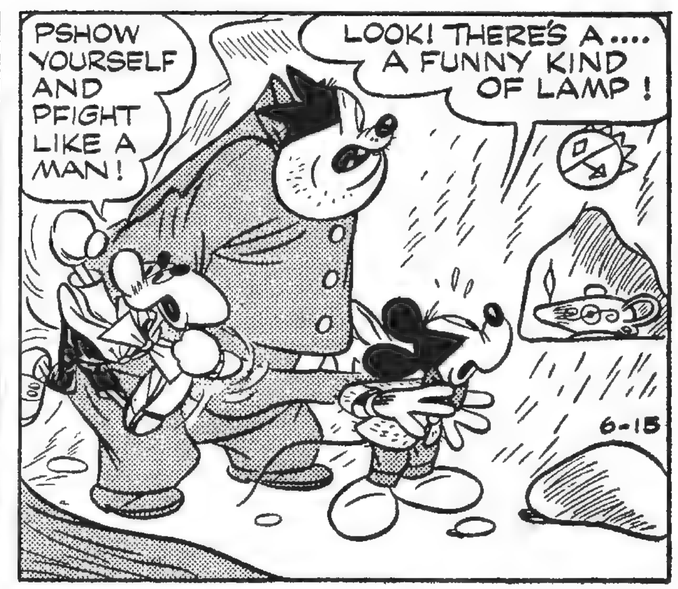
WHAT HAPPENED TO YOUR GUN, PETE?
SOICH ME!

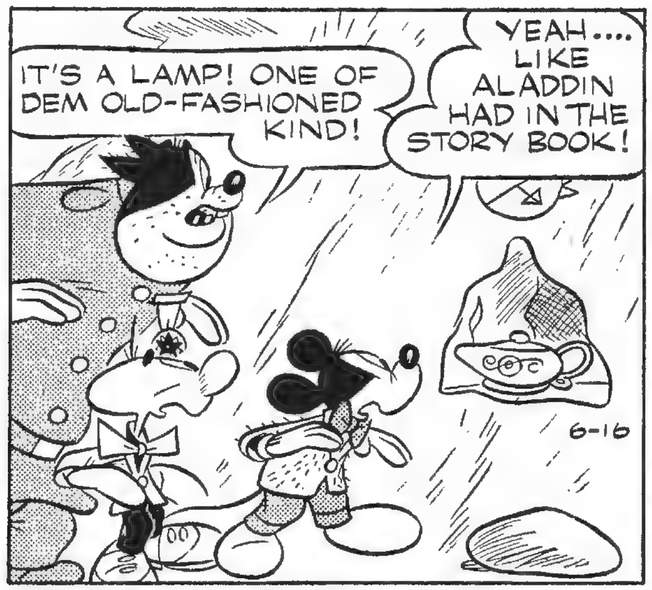

HEY! CUT DAT OUT! WHO...?
WHAT'S THE MATTER, PETE? SOMEONE BOTHERING....
WHOMP!

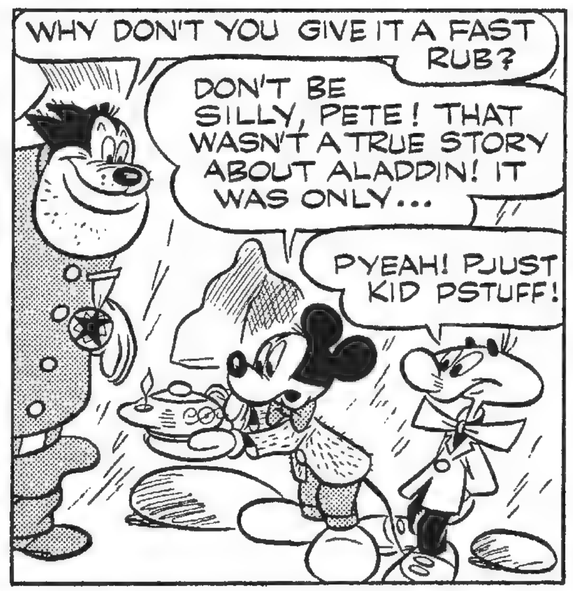

SOMEONE KICKED ME!
THERE'S SOMETHING FISHY GOING ON AROUND ....OUCH!
PHEY!
WALT DISNEY
6-14
WHOMP!

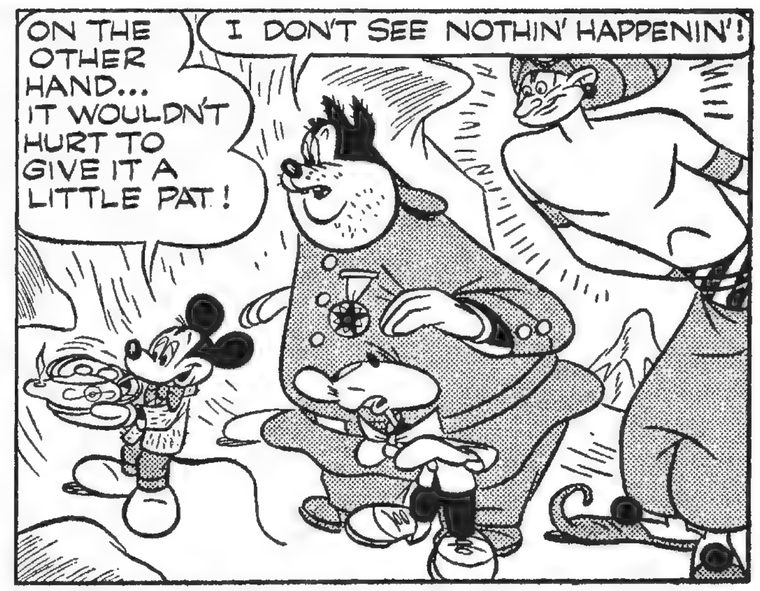

SOMEONE KICKED ME!
ME PTOO!
GUYS... THERE'S SOMEONE ...OR SOMETHING HERE BESIDES JUST US THREE!

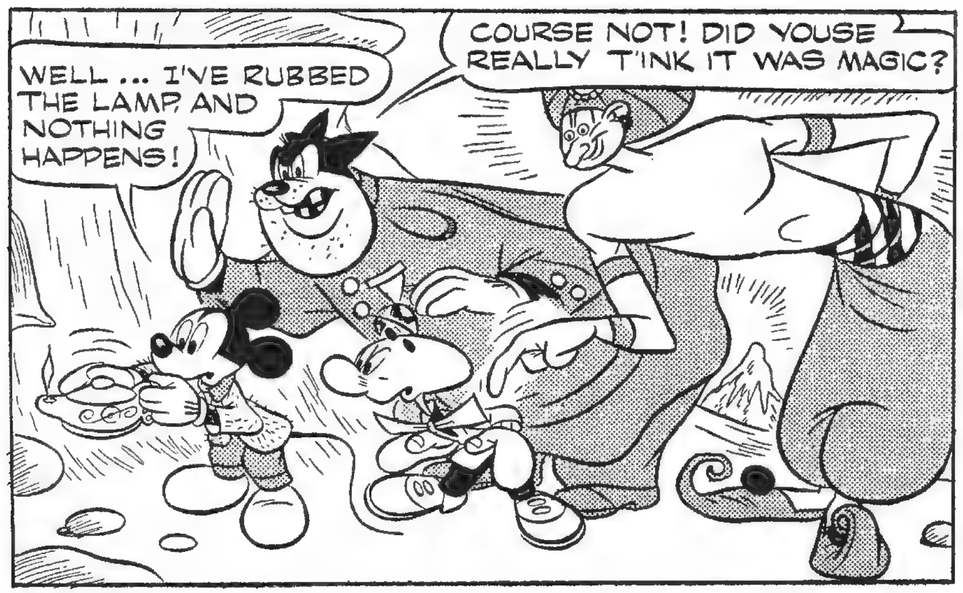

YOUSE KIN SAY DAT AGIN!
NOW IT'S HIKING US OVER THE MOUNTAIN!
WALT DISNEY

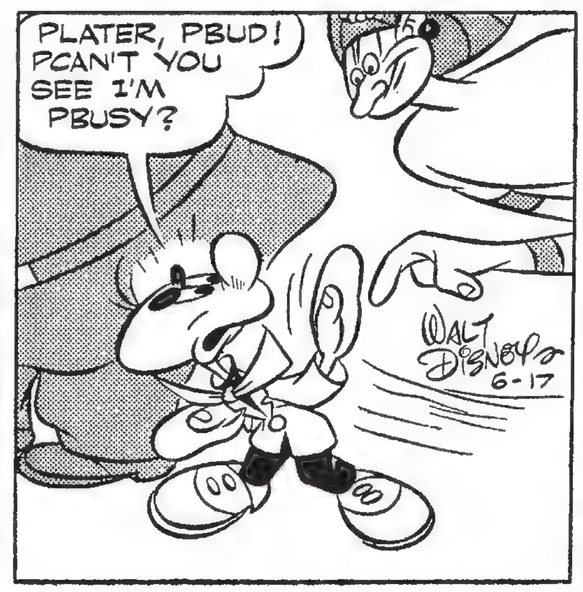

PSHOW YOURSELF AND PFIGHT LIKE A MAN!
LOOK! THERE'S A.... A FUNNY KIND OF LAMP!
6-15


IT'S A LAMP! ONE OF DEM OLD-FASHIONED KIND!
YEAH.... LIKE ALADDIN HAD IN THE STORY BOOK!
6-16

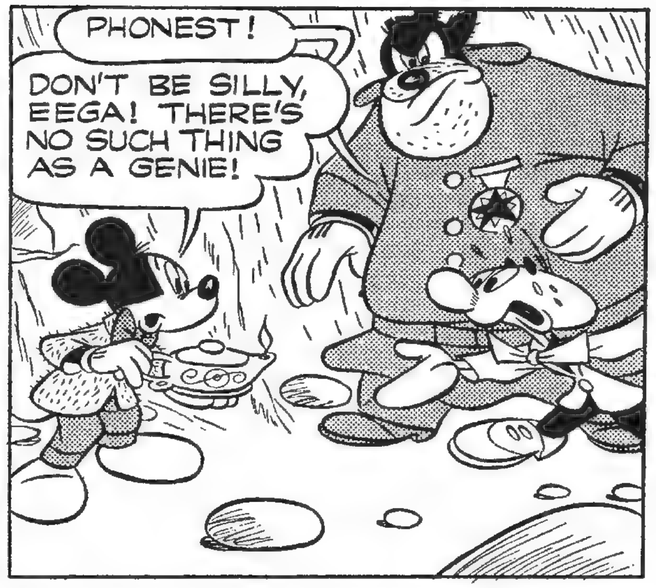

WHY DON'T YOU GIVE IT A FAST RUB?
DON'T BE SILLY, PETE! THAT WASN'T A TRUE STORY ABOUT ALADDIN! IT WAS ONLY...
PYEAH! PJUST KID PSTUFF!

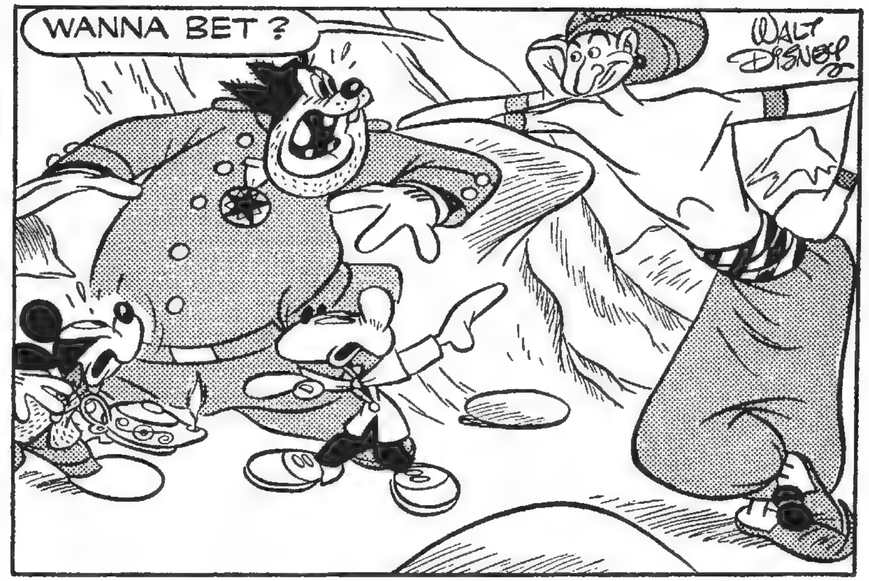

ON THE OTHER HAND... IT WOULDN'T HURT TO GIVE IT A LITTLE PAT!
I DON'T SEE NOTHIN' HAPPENIN'!

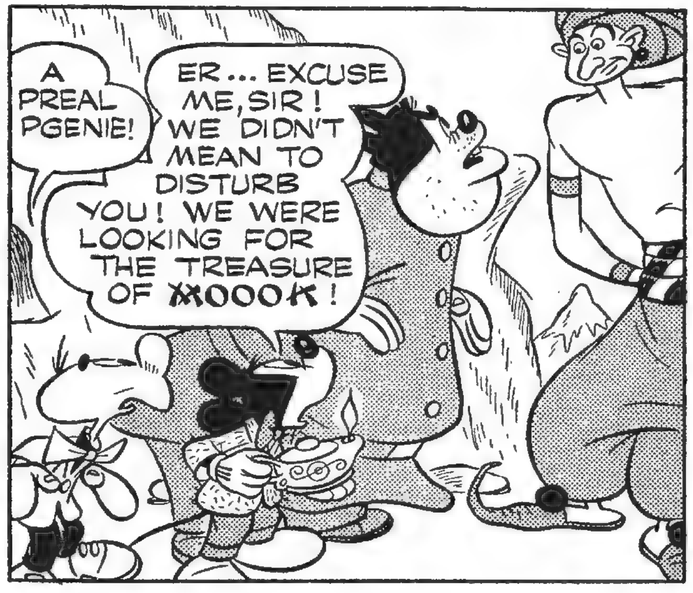

WELL... I'VE RUBBED THE LAMP AND NOTHING HAPPENS!
COURSE NOT! DID YOUSE REALLY T'INK IT WAS MAGIC?

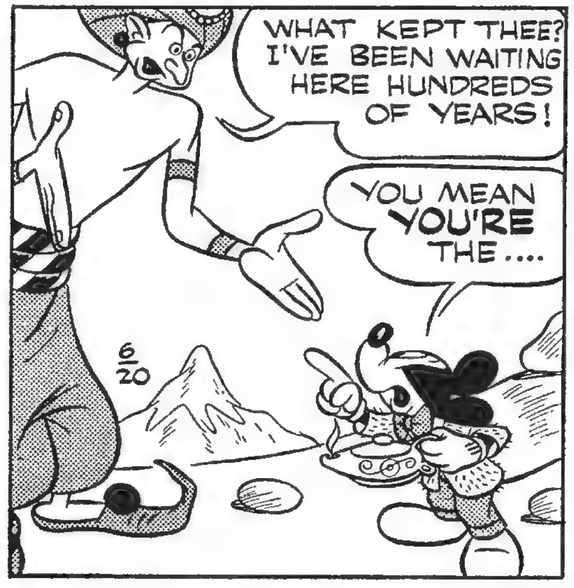

PLATER, PBUD! PCAN'T YOU SEE I'M PBUSY?
WALT DISNEY'S
6-17

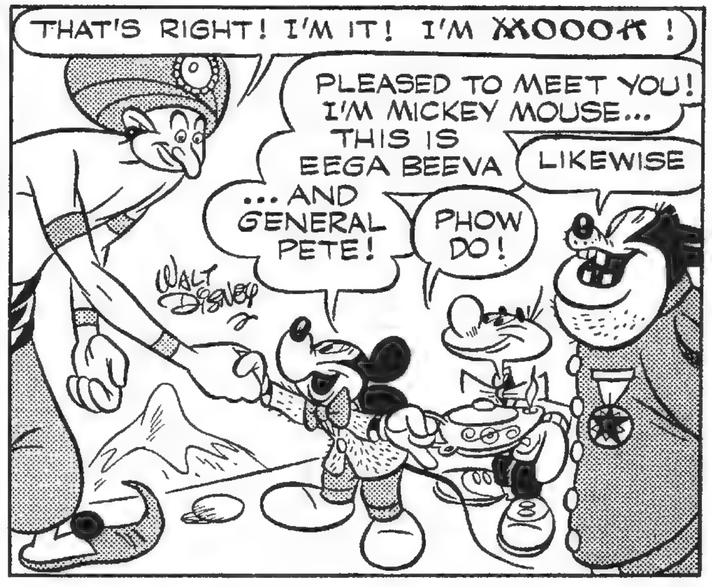
MICKEE! I... I... PJUST SAW A PGENIE!
6-19

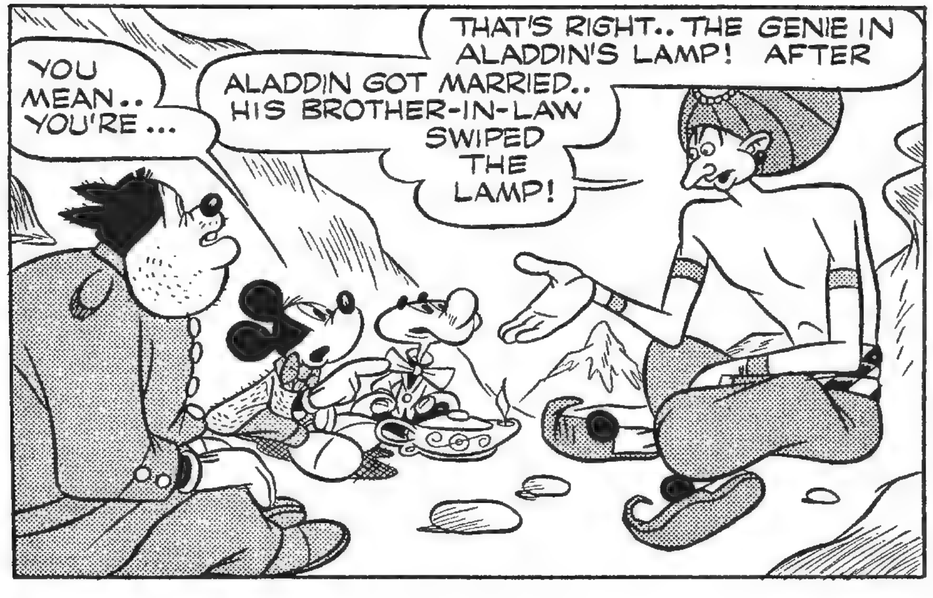

PHONEST!
DON'T BE SILLY, EEGA! THERE'S NO SUCH THING AS A GENIE!

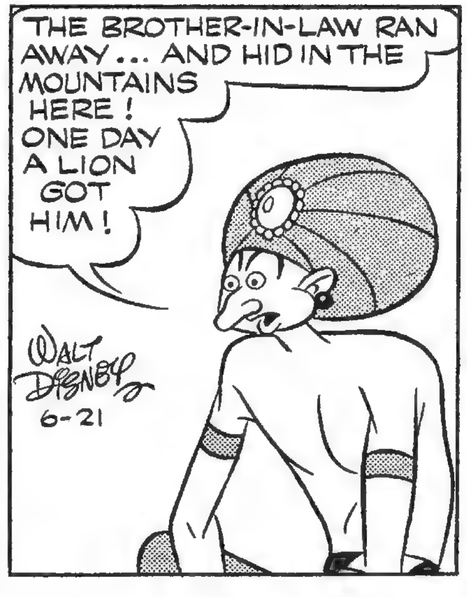

WANNA BET?
WALT DISNEY

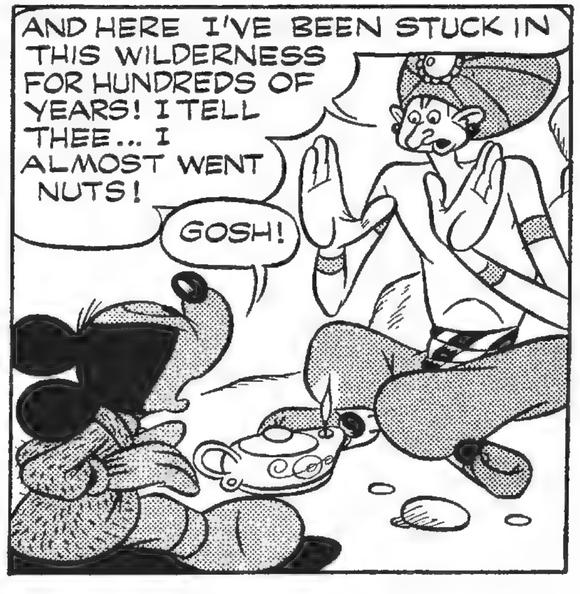

A PREAL PGENIE!
ER... EXCUSE ME, SIR! WE DIDN'T MEAN TO DISTURB YOU! WE WERE LOOKING FOR THE TREASURE OF MOOOK!

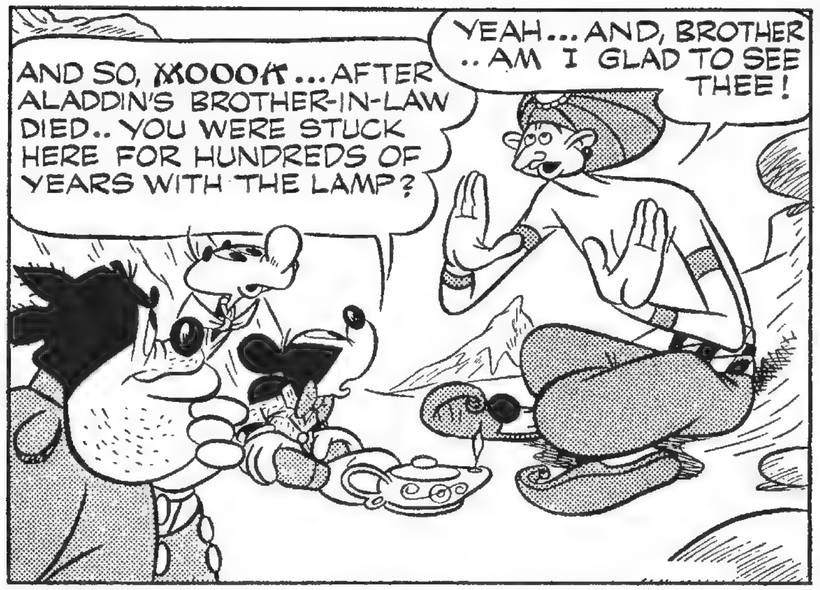

WHAT KEPT THEE? I'VE BEEN WAITING HERE HUNDREDS OF YEARS!
YOU MEAN YOU'RE THE....
6/20


THAT'S RIGHT! I'M IT! I'M MOOOK!
PLEASED TO MEET YOU! I'M MICKEY MOUSE... THIS IS EEGA BEEVA
LIKEWISE
...AND GENERAL PETE!
PHOW DO!
WALT DISNEY


YOU MEAN.. YOU'RE...
ALADDIN GOT MARRIED.. HIS BROTHER-IN-LAW SWIPED THE LAMP!
THAT'S RIGHT.. THE GENIE IN ALADDIN'S LAMP! AFTER

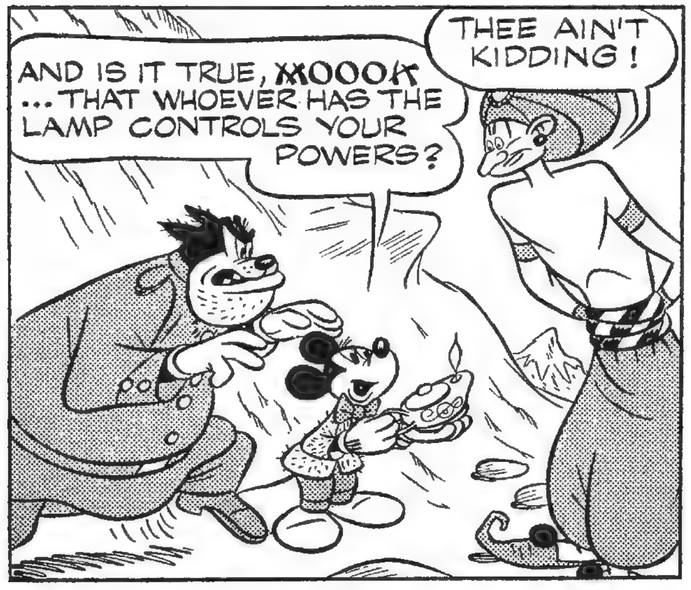

THE BROTHER-IN-LAW RAN AWAY... AND HID IN THE MOUNTAINS HERE! ONE DAY A LION GOT HIM!
WALT DISNEY
6-21

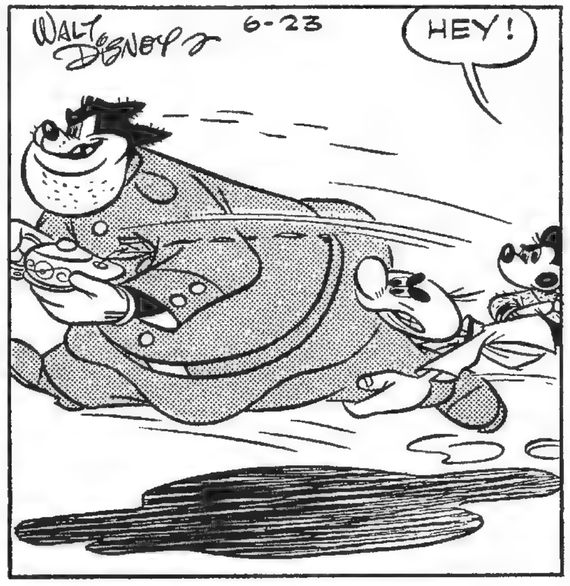

AND HERE I'VE BEEN STUCK IN THIS WILDERNESS FOR HUNDREDS OF YEARS! I TELL THEE... I ALMOST WENT NUTS!
GOSH!


AND SO, MOOOK... AFTER ALADDIN'S BROTHER-IN-LAW DIED.. YOU WERE STUCK HERE FOR HUNDREDS OF YEARS WITH THE LAMP?
YEAH... AND, BROTHER .. AM I GLAD TO SEE THEE!

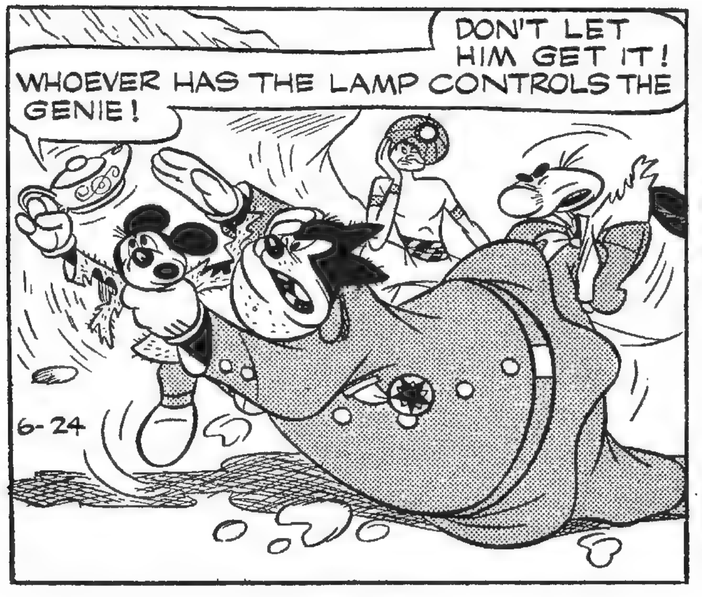
YOU SPEAK AWFULLY GOOD ENGLISH ...FOR AN ARABIAN NIGHTS GENIE!
THAT'S EASY! DURING THE LAST WAR...THERE WERE A LOT OF PLANE CRASHES IN THESE MOUNTAINS!
WALT DISNEY

I FOUND THIS RADIO IN THE WRECKAGE!
LISTEN FOR TOMORROW'S EPISODE OF "MILLIE PLUGG, LADY PLUMBER"! WILL SHE RECOVER FROM THE DREAD JUNGLE DISEASE? DOES YOUNG DR. BROWN GET OUT OF THE SEWER IN TIME? WILL.....?
6-22

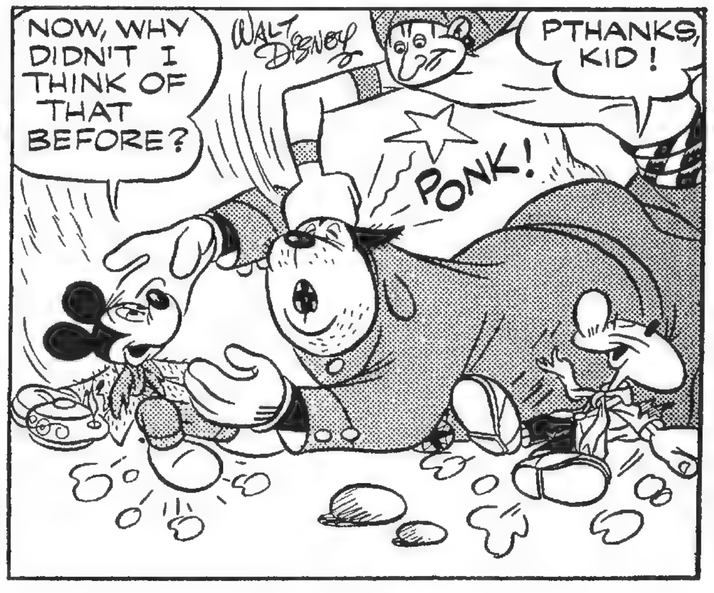

AND IS IT TRUE, MOOOK ...THAT WHOEVER HAS THE LAMP CONTROLS YOUR POWERS?
THEE AIN'T KIDDING!

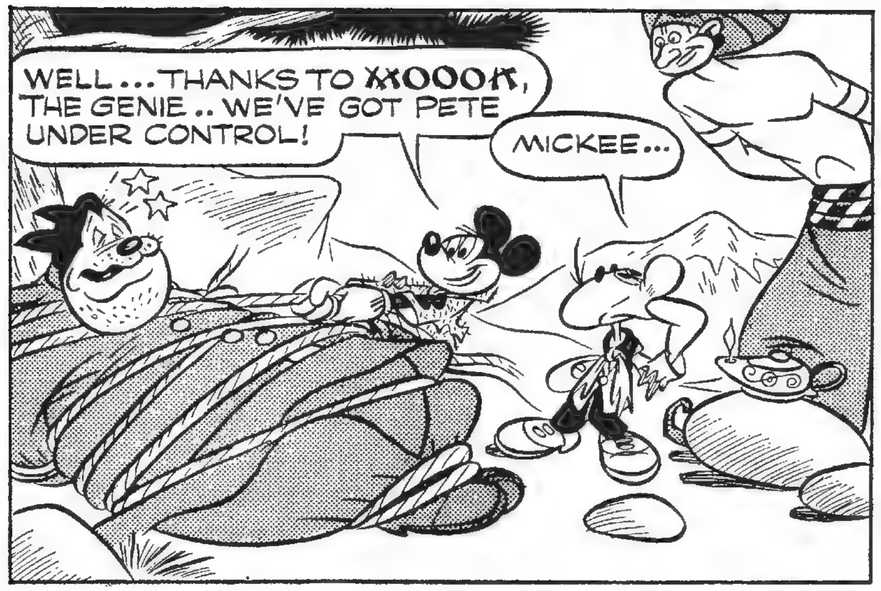

WALT DISNEY
6-23
HEY!

WELL... HERE WE GO AGAIN!


DON'T LET HIM GET IT!
WHOEVER HAS THE LAMP CONTROLS THE GENIE!
6-24

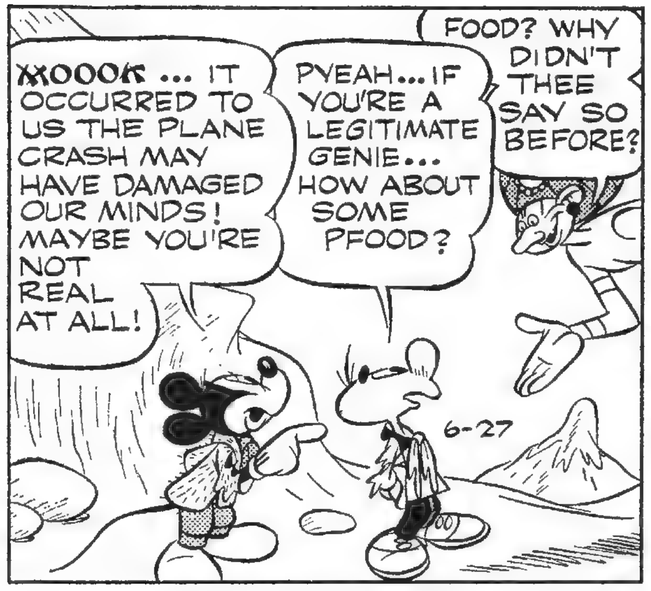
PTHEN FOR PGOODNESS' SAKE... ASK THE PGENIE TO HELP US!
GOSH...THAT'S RIGHT! HEY, GENIE!


NOW, WHY DIDN'T I THINK OF THAT BEFORE?
WALT DISNEY
PTHANKS, KID!
PONK!


WELL... THANKS TO MOOOK, THE GENIE.. WE'VE GOT PETE UNDER CONTROL!
MICKEE...

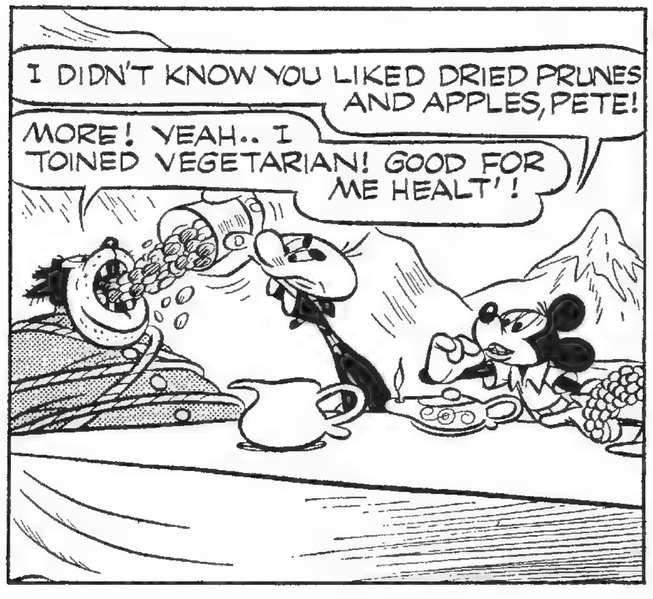
EXCUSE ME, MISTER MOOOK!

MICKEE... DO YOU PTHINK THAT PGENIE IS REALLY THERE.... OR ARE WE PGOING PNUTS UP IN THESE LONELY MOUNTAINS?
YOU MIGHT HAVE SOMETHING THERE...!
6-26

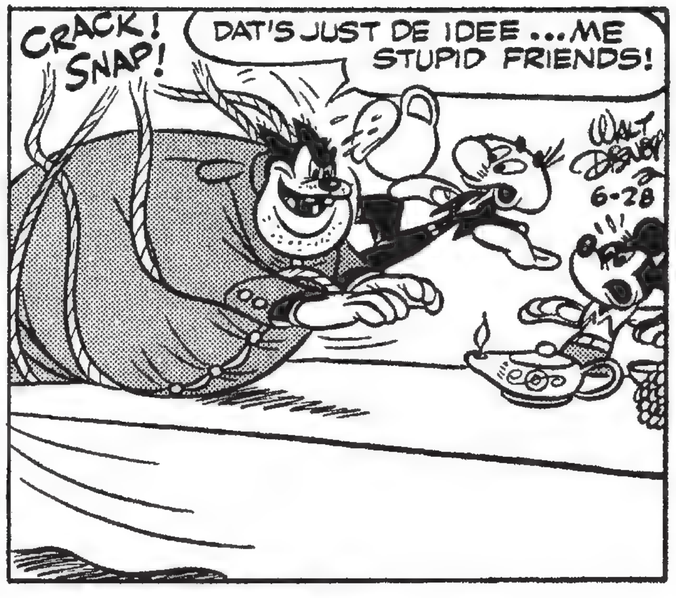

MOOOK... IT OCCURRED TO US THE PLANE CRASH MAY HAVE DAMAGED OUR MINDS! MAYBE YOU'RE NOT REAL AT ALL!
PYEAH... IF YOU'RE A LEGITIMATE GENIE... HOW ABOUT SOME PFOOD?
FOOD? WHY DIDN'T THEE SAY SO BEFORE?
6-27

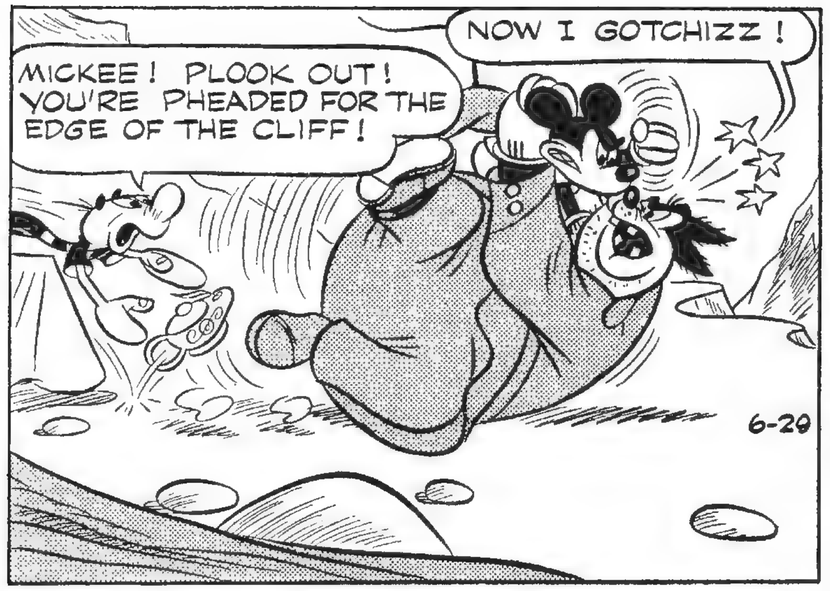
TRY THAT FOR SIZE, MASTERS!
OH, BOY! PKUMQUATS!

MAYBE WE'VE GONE NUTS... BUT AT LEAST THE FOOD IS GOOD HERE!
NOTHING, REALLY! JUST SOME OLD RECIPES A GRANDMOTHER GENIE GAVE ME!
PDELICIOUS!


I DIDN'T KNOW YOU LIKED DRIED PRUNES AND APPLES, PETE!
MORE! YEAH.. I TOINED VEGETARIAN! GOOD FOR ME HEALT'!

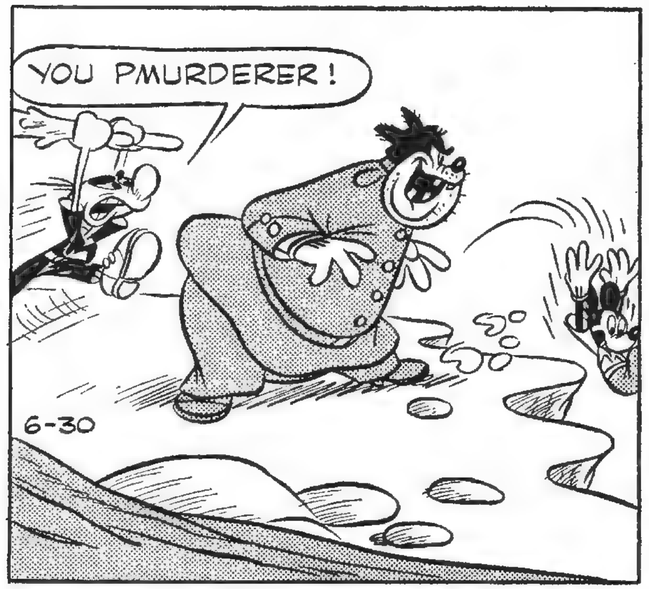
MORE WATER! I'M T'OISTY!
HEY, PETE!
WITH ALL THAT WATER AND DRIED FRUIT... YOU'LL SWELL UP LIKE A BALLOON!

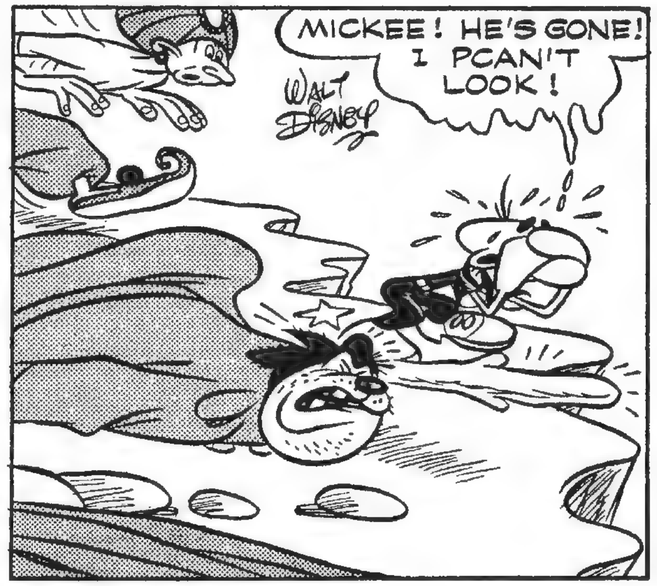

CRACK! SNAP!
DAT'S JUST DE IDEE... ME STUPID FRIENDS!
6-28

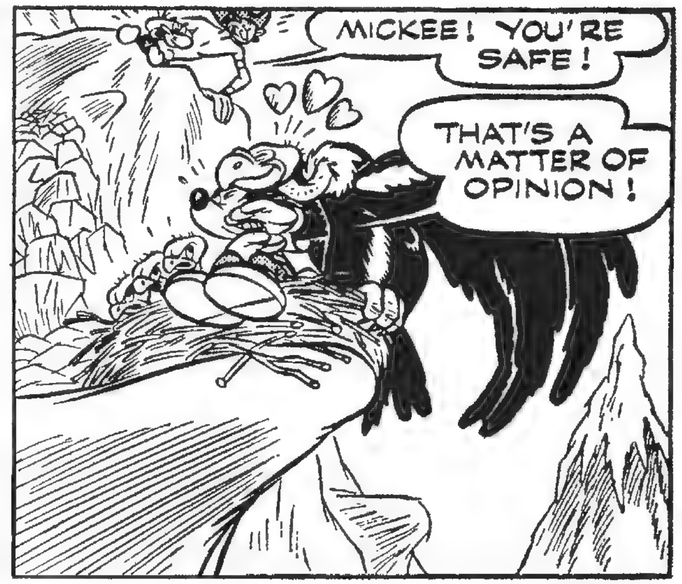

MICKEE! PLOOK OUT! YOU'RE PHEADED FOR THE EDGE OF THE CLIFF!
NOW I GOTCHIZZ!
6-29

DIS IS CURTAINS FOR YOU, PAL!
PETE!

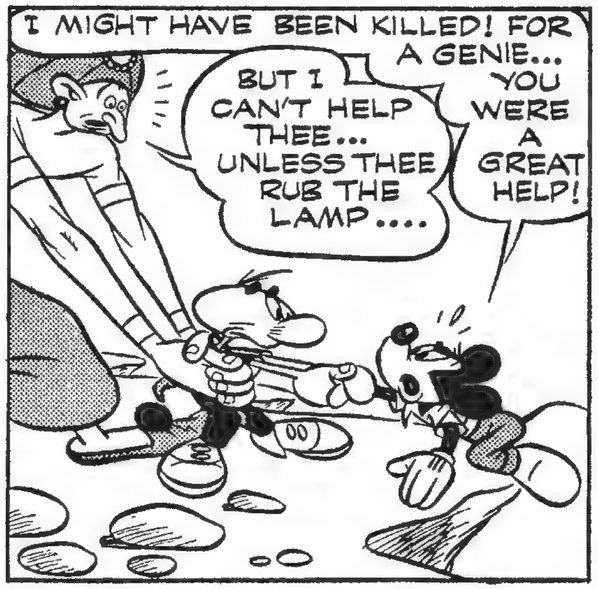
SO LONG, OLD CHUM! WRITE TO ME SOMETIME, WON'T YOUSE?!
WALT DISNEY

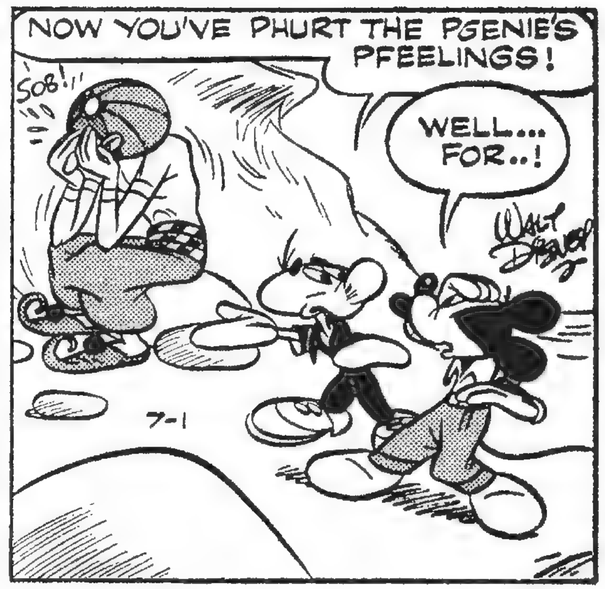

YOU PMURDERER!
6-30

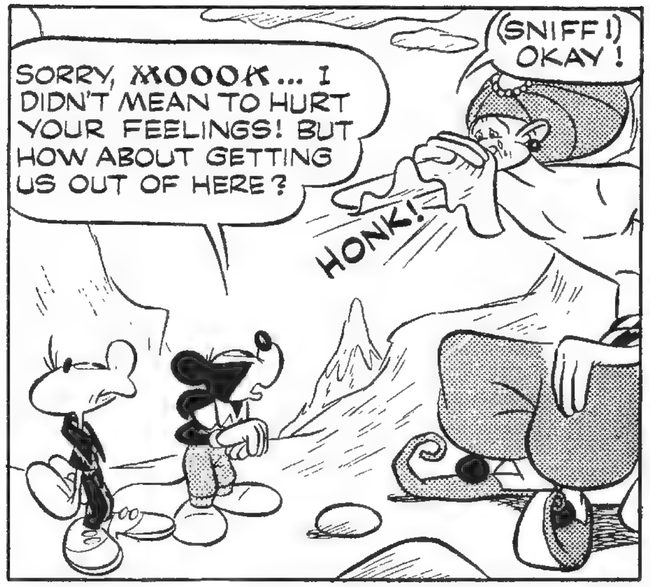

MICKEE! HE'S GONE! I PCAN'T LOOK!
WALT DISNEY

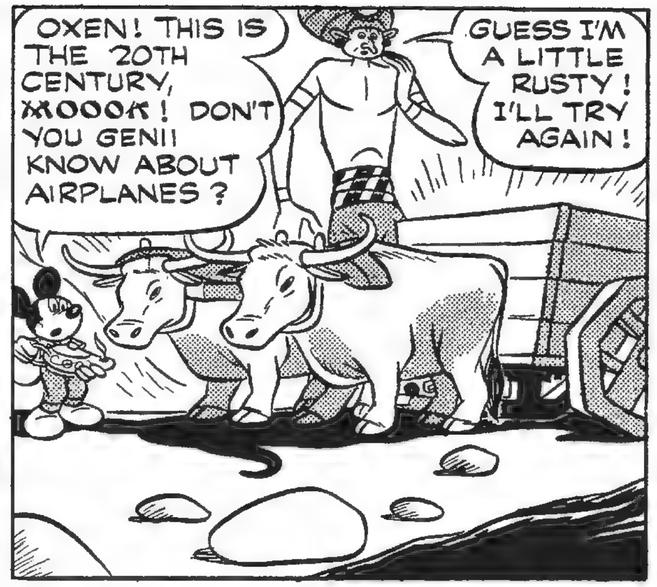

MICKEE! YOU'RE SAFE!
THAT'S A MATTER OF OPINION!

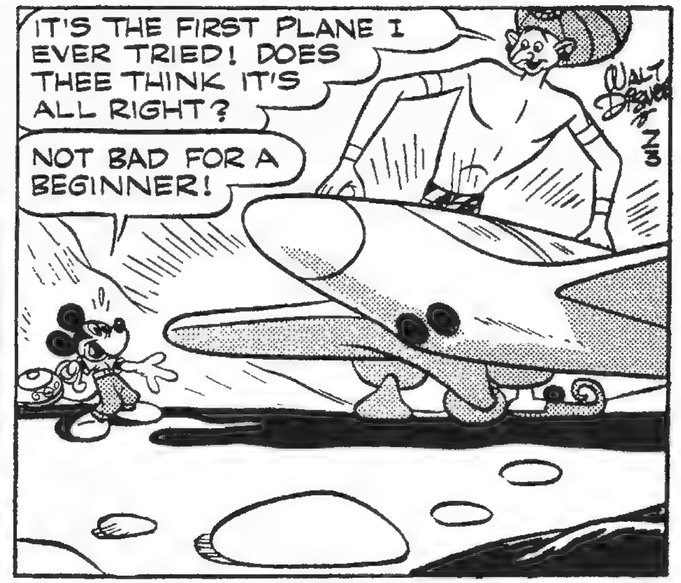
GET LOST, WILL YOU?
PHEAVE!


I MIGHT HAVE BEEN KILLED! FOR A GENIE... YOU WERE A GREAT HELP!
BUT I CAN'T HELP THEE... UNLESS THEE RUB THE LAMP....


NOW YOU'VE PHURT THE PGENIE'S PFEELINGS!
SOB!
WELL... FOR..!
WALT DISNEY
7-1

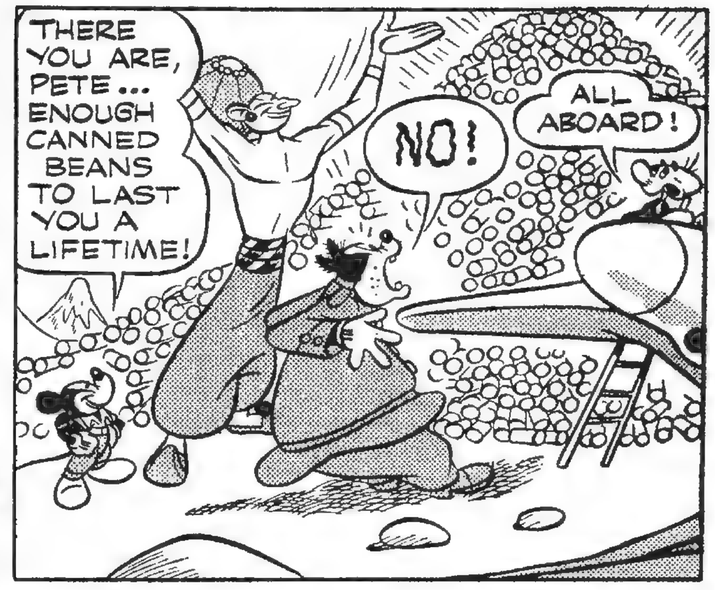

SORRY, MOOOK... I DIDN'T MEAN TO HURT YOUR FEELINGS! BUT HOW ABOUT GETTING US OUT OF HERE?
(SNIFF!) OKAY!
HONK!

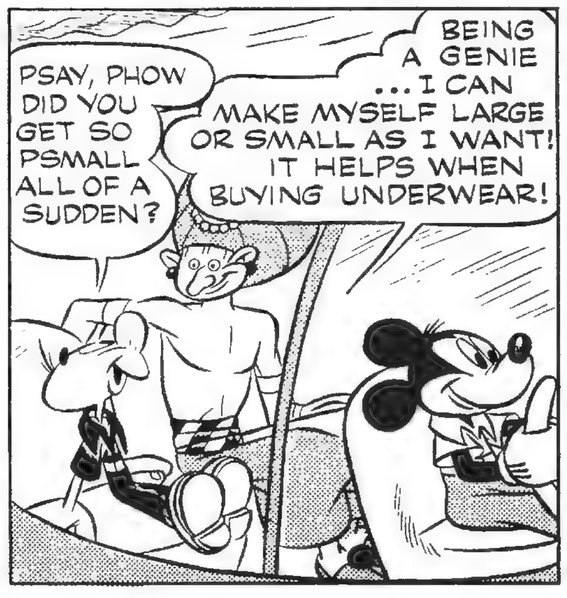

OXEN! THIS IS THE 20TH CENTURY, MOOOK! DON'T YOU GENII KNOW ABOUT AIRPLANES?
GUESS I'M A LITTLE RUSTY! I'LL TRY AGAIN!

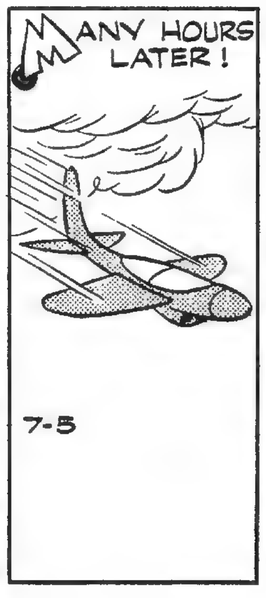

IT'S THE FIRST PLANE I EVER TRIED! DOES THEE THINK IT'S ALL RIGHT?
NOT BAD FOR A BEGINNER!
WALT DISNEY 7-3

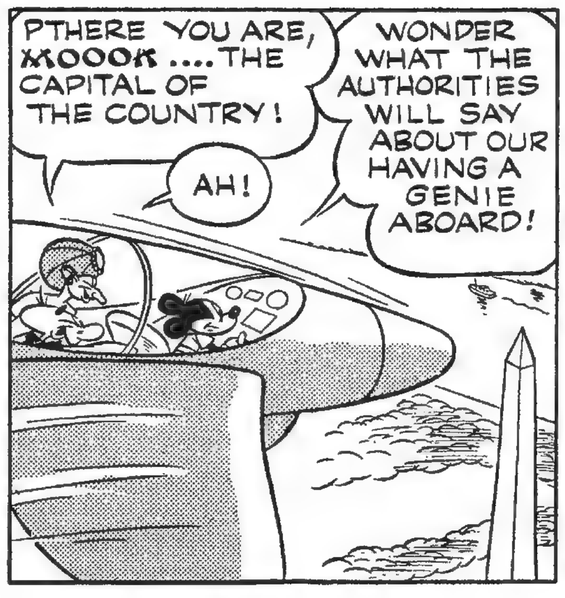
MICKEY, OLD PAL ... YOUSE AIN'T GOIN' TO LEAVE ME HERE TO STARVE?
I WON'T EXACTLY LET YOU STARVE, PETE ....

BZZZ ....
WALT DISNEY
7-4


THERE YOU ARE, PETE... ENOUGH CANNED BEANS TO LAST YOU A LIFETIME!
NO!
ALL ABOARD!


PSAY, PHOW DID YOU GET SO PSMALL ALL OF A SUDDEN?
BEING A GENIE ...I CAN MAKE MYSELF LARGE OR SMALL AS I WANT! IT HELPS WHEN BUYING UNDERWEAR!


MANY HOURS LATER!
7-5


PTHERE YOU ARE, MOOOK .... THE CAPITAL OF THE COUNTRY!
AH!
WONDER WHAT THE AUTHORITIES WILL SAY ABOUT OUR HAVING A GENIE ABOARD!

HE'S A .... WHAT?
JUST AN ORDINARY GENIE!
IMMIGRATION DEP'T.
WALT DISNEY

GENIE OR NO GENIE...YOU'RE NOT GETTING IN HERE!
HELLO, PENTAGON... LET ME TALK TO THE GENERAL IN CHARGE OF SECRET WEAPONS!
WELL ... ALL RIGHT, GENERAL ... IF YOU'LL BE RESPONSIBLE FOR HIM!
7-6
NOW, DON'T BE FRIGHTENED, MOOOK.... REMEMBER, HE'S ONLY A GENERAL!
GEE... THE ARABIAN NIGHTS WAS NEVER LIKE THIS!
ORDNANCE DEPT.
CONFIDENTIAL!
TOP SECRET!
SHHHH!
AND BEING A GENIE, GENERAL... HE HAS TREMENDOUS POWERS...
WELL... WE'LL SEE... WOULD YOU LEAVE ME ALONE WITH MR. MOOOK?
THE GENERAL LOOKED KIND OF TOUGH! I WONDER IF HE'LL THROW MOOOK OUT OF THE COUNTRY....
PGOSH!
SAY "GOOD-BYE" TO SERGEANT MOOOK AND FORGET YOU EVER MET HIM! HE IS NOW A TOP SECRET OF OUR SECRET WEAPON DIVISION!
PGEE! A PSERGEANT!
SWELL!
7-7
NOW, REMEMBER.. THE GENIE.. OR RATHER SERGEANT MOOOK IS NOW A TOP SECRET WEAPON!
SO LONG, MOOOK!
SO LONG! DON'T THEE WORRY....
7-8
...PERHAPS THEE WILL SEE ME AGAIN!
PGOOD LUCK, PSARGE!
WITH HIS POWERS OF MAGIC.. THEY COULD HAVE MADE HIM A COLONEL AT LEAST!
NOPE! IN THE ARMY... IT'S ALWAYS THE SERGEANTS WHO HAVE TO DO THE IMPOSSIBLE!

MOUSEPOTAMIA
-AND-
LAND BENEATH THE SEA

JULY 10, 1950
–
DECEMBER 30, 1950

EEK! A GIANT MOUSE!

Fega Beeva is going home to the center of the earth. The character that sparked so much eccentricity in Mouseton and beyond is departing. Time to slather on some normalcy—right?

As if. "Mousepotamia" keeps things a little strange with major supporting roles for Gus and Jaq, the two lead mice from Disney's movie *Cinderella* (1950). Their stylized animation by Ward Kimball stole the show in a film filled with hyper-realistic, practically rotoscoped human costars. But Gus and Jaq steal the show in "Mousepotamia" because... well, you remember the movie, and the pocket-size mice feuding with cat-size Lucifer the Cat? Now the two mice are the same size as Mickey. How'd they manage *that*?

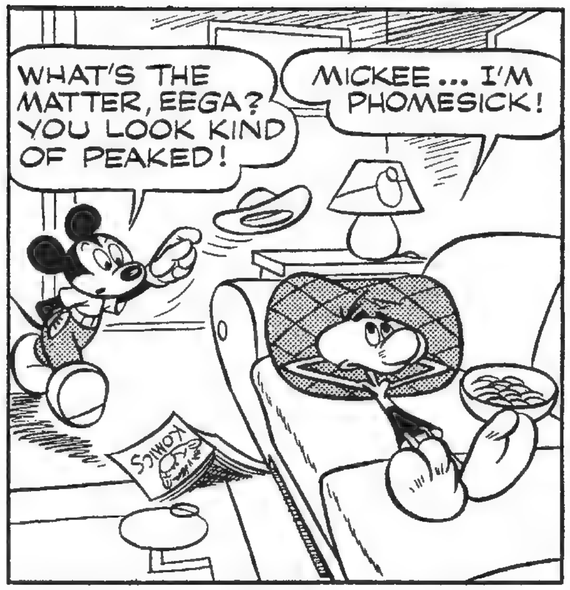
It seems likely there was a mandate from the front office for the *Mickey Mouse* strip to capitalize on the wild success of the new movie. And it was likely just easier for Walsh and Gottfredson to make Gus and Jaq Mickey's height for the sake of consistency... even if it was inconsistent with the film that had made the characters popular. Still, it's apparent from the lively artwork that Gottfredson had a swell time sinking his drawing chops into the cartoony designs that the *Cinderella* mice provided.

Size issue aside, Gus and Jaq make engaging partners in a nice little story. Indeed, "Mousepotamia" brings to mind Gottfredson's earlier masterwork, "Monarch of Medioka" (1937): a reluctant Mickey is once again pushed to take the throne in an Olde European country. Only he can't exactly claim his rightful title in Mousepotamia—not without stirring the ire of the Iron Mask, who has taken over the land by force.

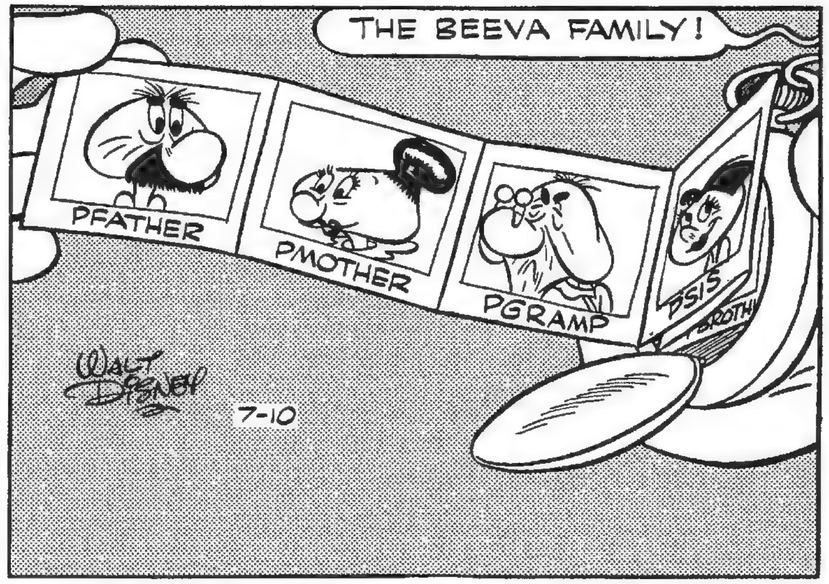
The Cold War anti-Communist flavor prevalent in "The Moook Treasure" continues here, with a fierce dictator oppressing and torturing his people at the expense of modern democracy. Mickey represents the resistance, playing double agent as the Iron Mask's court jester and a Robin Hood-type avenger. With so much juicy material, "Mousepotamia" cries out for a greater length than it is given, wrapping up a bit too quickly—and in a rather silly way, at that. Yet compared to the stranger, more meandering *Mickey Mouse* continuities that will follow, it remains an enjoyable throwback to the older, prewar Gottfredson story model.

It's just a shame that no more recent comics creators have revisited the concept of a Mickey-size Gus and Jaq. Might solve all their problems with Lucifer.

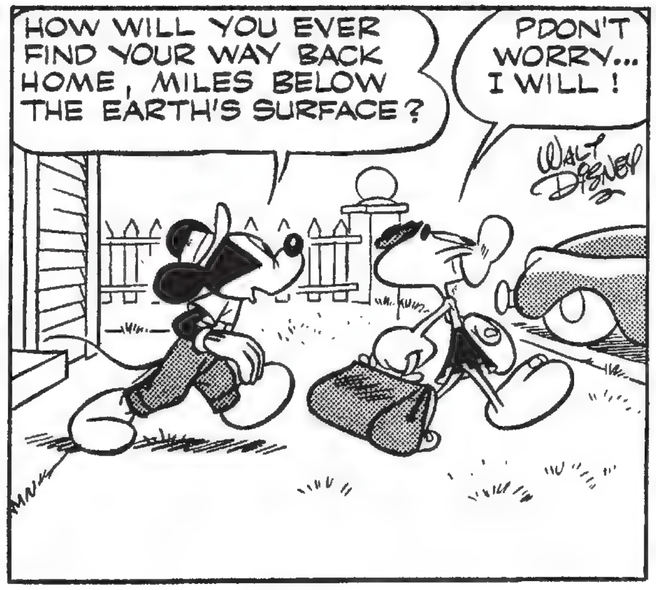
— Thad Komorowski


WHAT'S THE MATTER, EEGA? YOU LOOK KIND OF PEAKED!
MICKEE... I'M PHOMESICK!

MAYBE YOU'RE JUST TIRED FROM OUR LONG TREASURE HUNT!
NO... I PKEEP THINKING ABOUT MY FAMILY!

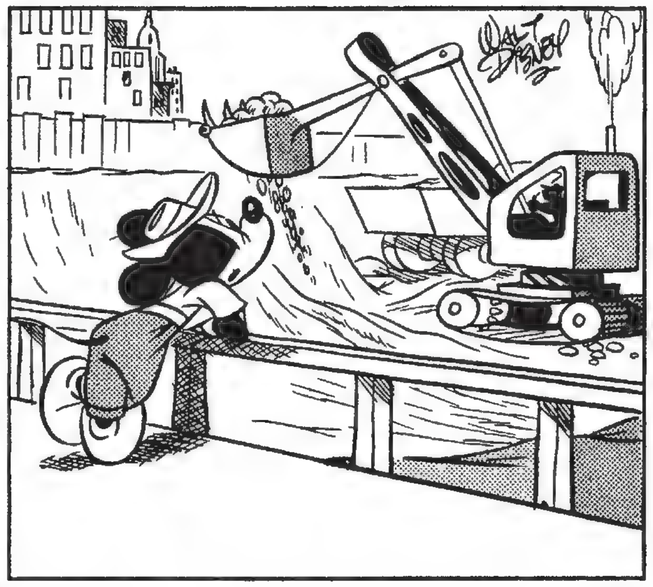

THE BEEVA FAMILY!
PFATHER
PMOTHER
PGRAMP
PSIS
PBROTH
WALT DISNEY
7-10

GEE... IT'LL BE SWELL FOR YOU TO SEE YOUR FAMILY AGAIN, EEGA!
PYEAH.. I'VE BEEN AWAY A LONG TIME!


HOW WILL YOU EVER FIND YOUR WAY BACK HOME, MILES BELOW THE EARTH'S SURFACE?
PDON'T WORRY... I WILL!
WALT DISNEY

PGOOD-BYE, MICKEE... PTHANKS FOR EVERYTHING!
COME BACK SOON, EEGA BEEVA!
7/11

GEE.. IT'S LONELY IN TOWN... EEGA BEEVA GONE.. MINNIE AWAY AT HER SISTER'S.. MORTY AND PLUTO AT SUMMER CAMP...

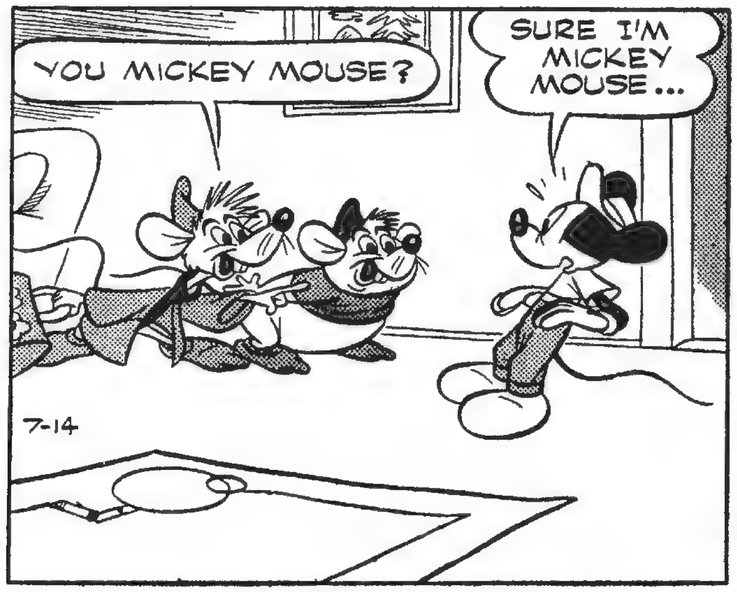

WALT DISNEY

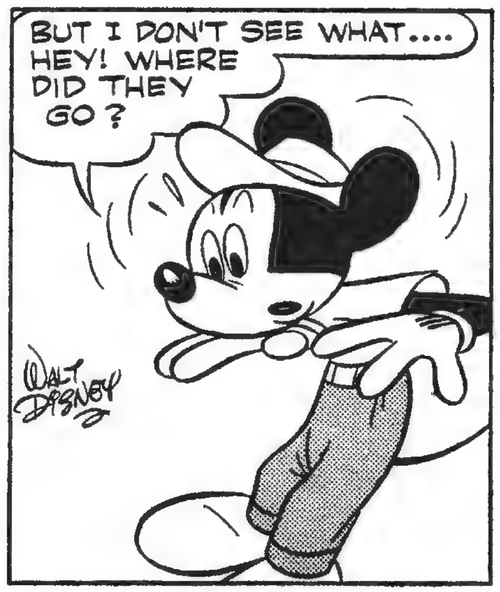
BETTER PUT HIM IN RIGHT FIELD! HE DOESN'T LOOK VERY KEEN!
7/12

GEE ... EVERYONE OUT OF TOWN ... I HATE TO GO HOME TO AN EMPTY HOUSE!
MICKEY MOUSE

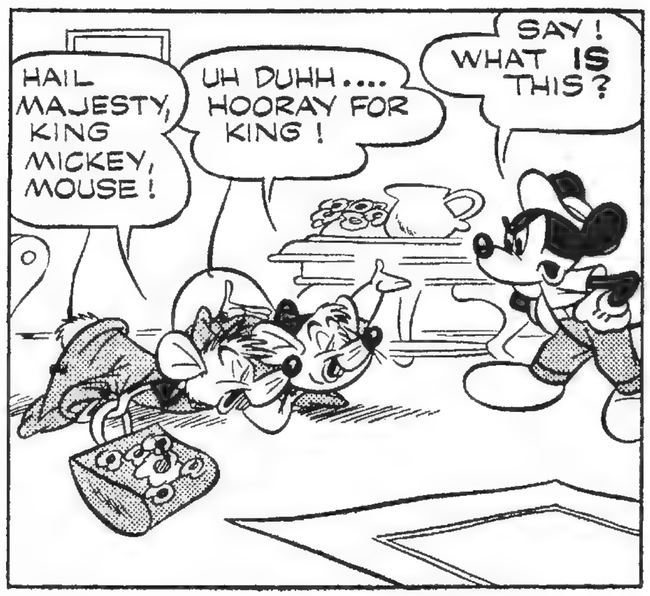
HMMM..! I DON'T REMEMBER LEAVING THE FRONT DOOR OPEN!

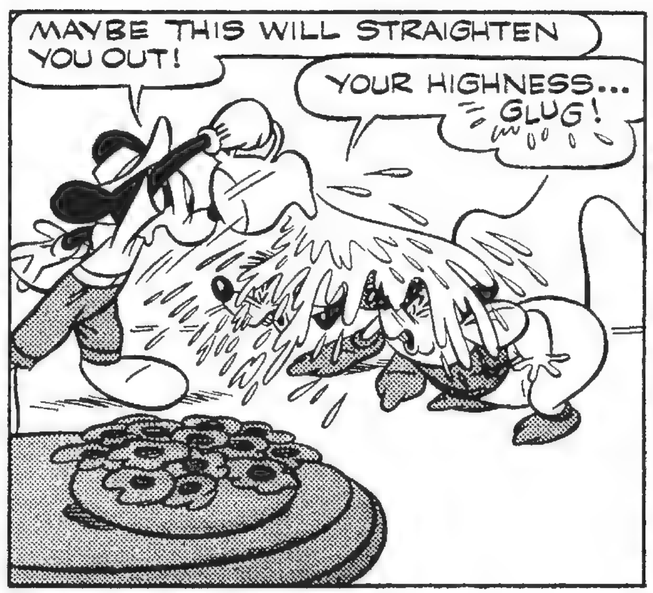
I JAQ!
UH DUH .... ME GUS GUS!
PLEASED TO... HUH?
7-13
WALT DISNEY

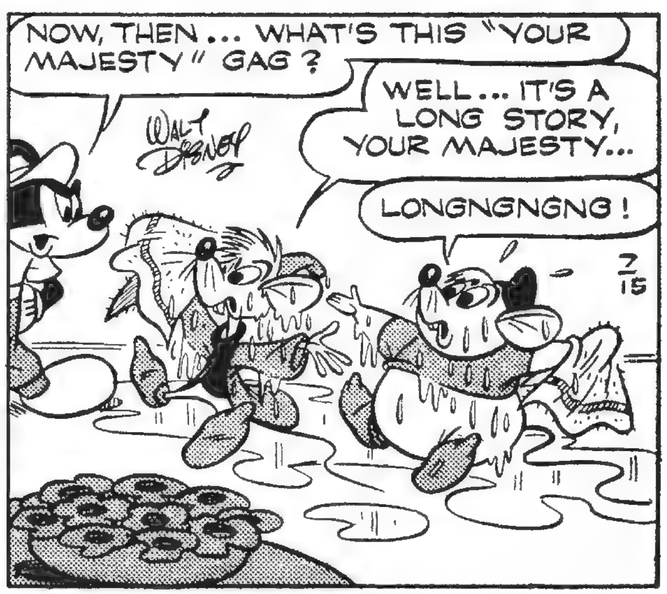

YOU MICKEY MOUSE?
SURE I'M MICKEY MOUSE...
7-14


BUT I DON'T SEE WHAT.... HEY! WHERE DID THEY GO?
WALT DISNEY

WHAT DO YOU GUYS THINK YOU'RE DOING?
HAIL, MAJESTY... KING MICKEY MOUSE!
LONG LIVE THE KING!


HAIL MAJESTY, KING MICKEY, MOUSE!
UH DUHH.... HOORAY FOR KING!
SAY! WHAT IS THIS?

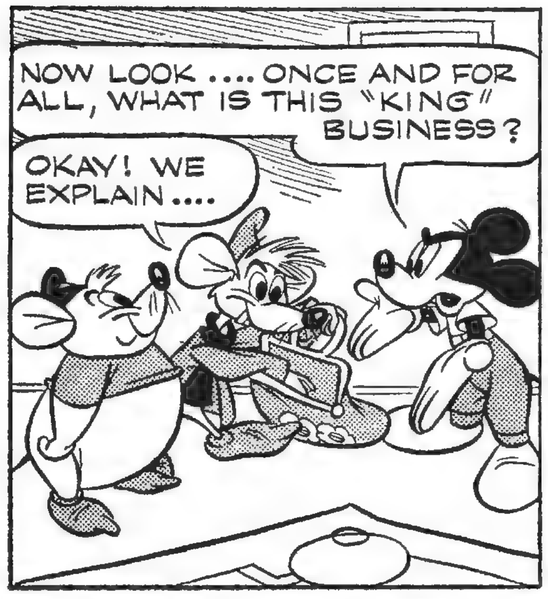

MAYBE THIS WILL STRAIGHTEN YOU OUT!
YOUR HIGHNESS... GLUG!


NOW, THEN... WHAT'S THIS "YOUR MAJESTY" GAG?
WELL... IT'S A LONG STORY, YOUR MAJESTY...
LONGNGNGNG!
WALT DISNEY
7/15

NOW, WHAT IS THIS "KING" BUSINESS?
HAIL, MAJESTY... KING MICKEY MOUSE!
HOORAY FOR KING!

HEY! STRAIGHTEN UP, WILL YOU?
LONG LIVE KING MICKEY!
HAIL!
7-17

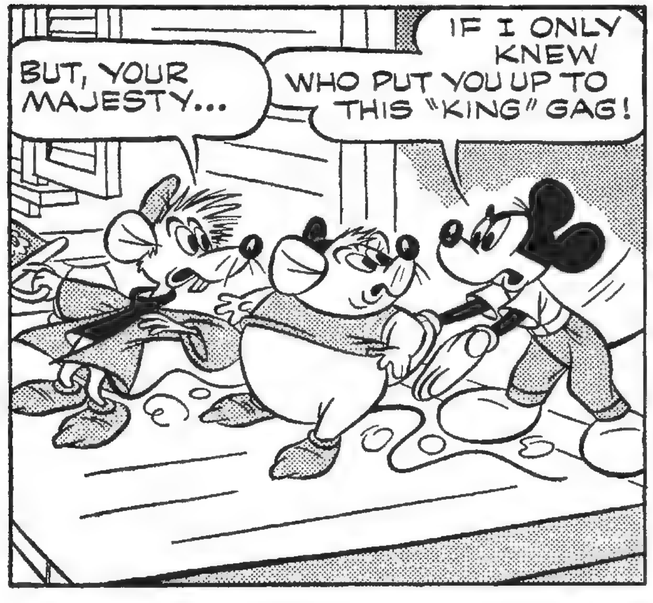
SORRY, JAQ AND GUS... BUT I HAD TO GET YOU OUT OF THAT CROUCH!
WALT DISNEY

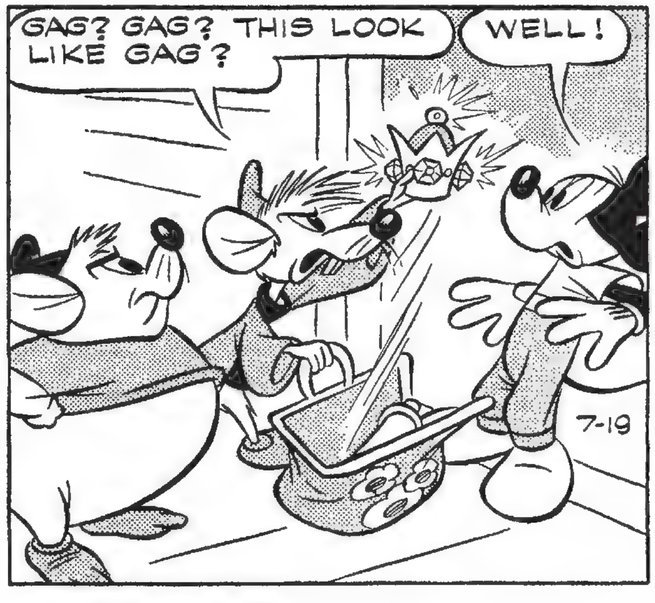

NOW LOOK .... ONCE AND FOR ALL, WHAT IS THIS "KING" BUSINESS?
OKAY! WE EXPLAIN ....

THIS YOUR FAMILY TREE! SHOWS YOU 287TH IN LINE FOR THRONE OF MOUSEPOTAMIA!
ER, WHAT HAPPENED TO THE 286 GUYS AHEAD OF ME?
7-18

OTHER 286 FELLOWS HAD A LITTLE BAD LUCK!
TOO BAD! NICE FELLOWS!

NOW IT YOUR TURN!
I PASS! SORRY, JAQ AND GUS! GET YOURSELF ANOTHER KING!
WALT DISNEY


BUT, YOUR MAJESTY...
IF I ONLY KNEW WHO PUT YOU UP TO THIS "KING" GAG!

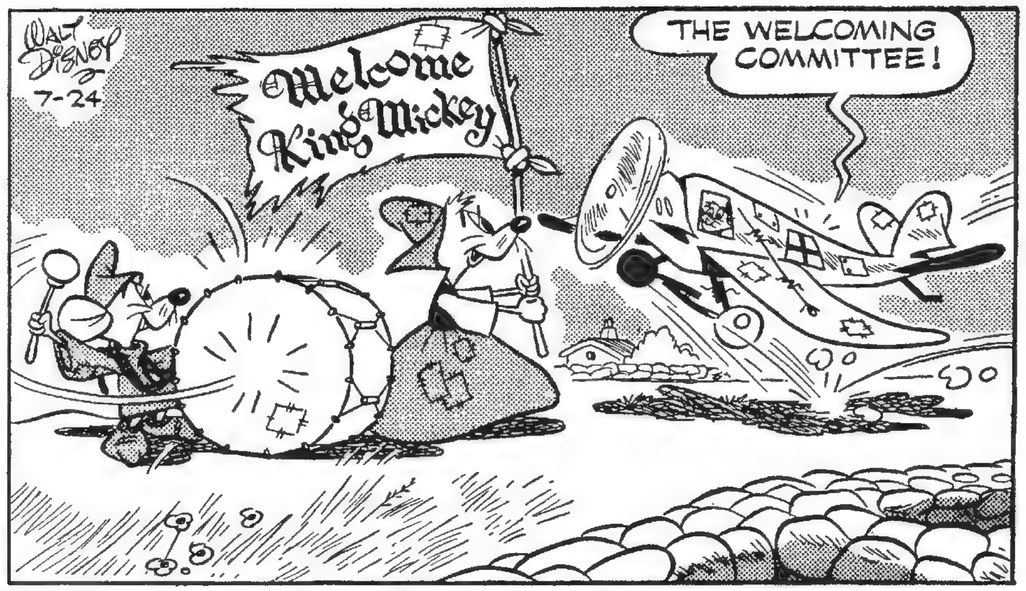

GAG? GAG? THIS LOOK LIKE GAG?
WELL!
7-19

NOT MUCH FOR KEEPING THE RAIN OFF ...BUT IT'S GOT CLASS!
GOOD FIT, TOO!
OOOOH... PRETTY!
WALT DISNEY

SAY... I'M NOT A BAD-LOOKING KING, AT THAT!
VERY MAJESTIC, YOUR MAJESTY!
7-20
WE HAVE BIG CROWNING CER'MONY! MUSIC.... DANCING...
SOUNDS SWELL...
...FRUIT-CAKE....
WAIT A MINUTE! WHAT'S GOING ON HERE? I DON'T WANT TO BE A KING...!
WALT DISNEY
YOU KING MICKEY OF MOUSEPOTAMIA NOW! THE THRONE BELONG TO YOU!
LISTEN, JAQ... I KEEP TELLING YOU I DON'T WANT TO BE A KING!
GUS GOTTA COAX KING!
YOUR PEOPLE NEED YOU!
NO! I INSIST...
INSIST LITTLE CLOSER, PLEASE!
POOR KING!
GUS... ALWAYS TAKE OFF CROWN BEFORE CONKING KING!
WALT DISNEY
7-21
HURRY, GUS GUS! GOT TO GET KING AWAY!
HEY! WHERE YUH GOIN' WITH MY FRIEND MICKEY?
WE'RE ONLY KIDNAPING HIM!
OH.. I SEE!
SOME TIME LATER.
KIDNAPING?
WALT DISNEY
7-22

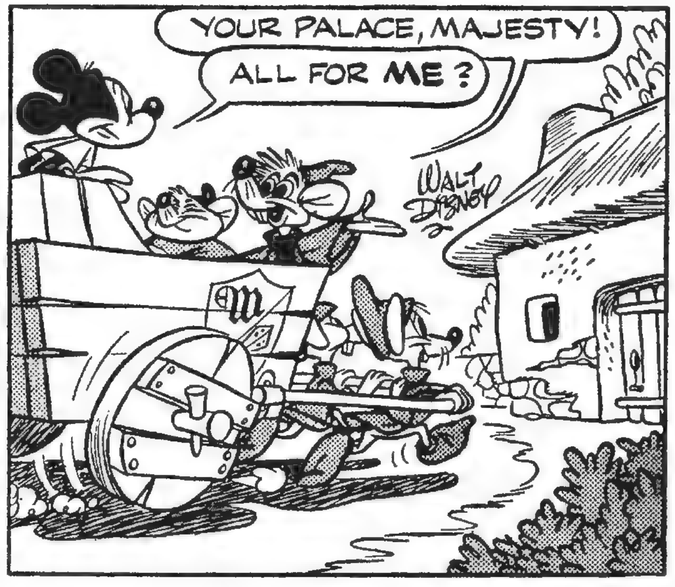
GEE...THAT WAS A FUNNY DREAM ... TWO LITTLE GUYS TELLING ME I WAS A KING! HEH-HEH...

YOUR MAJESTY! WAKE UP! WAKE UP! WE IN MOUSEPOTAMIA!
HUH? WHA....?

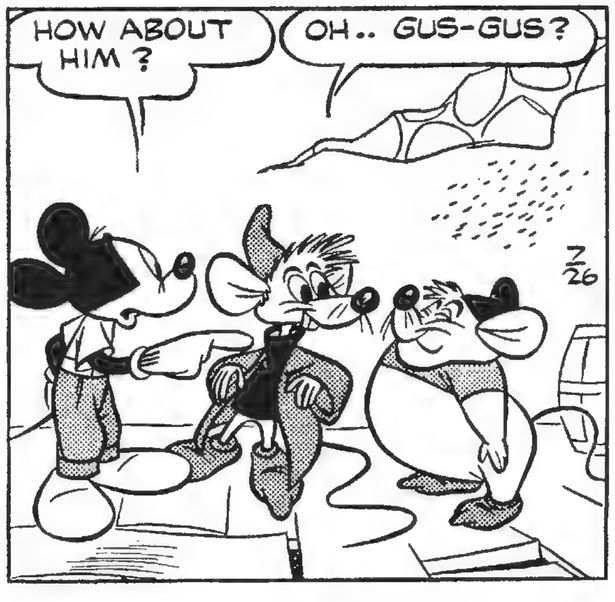

WALT DISNEY
7-24
Welcome King Mickey
THE WELCOMING COMMITTEE!

WELCOME TO MOUSEPOTAMIA, YOUR MAJESTY!
ER...GLAD TO BE HERE!
Welcome King Mickey

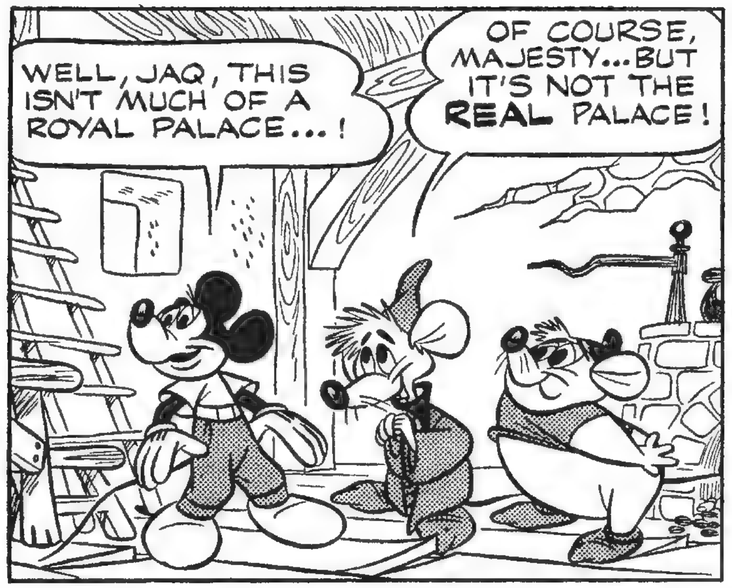
YOUR ROYAL COACH!
HMM...
7
25


YOUR PALACE, MAJESTY!
ALL FOR ME?
WALT DISNEY

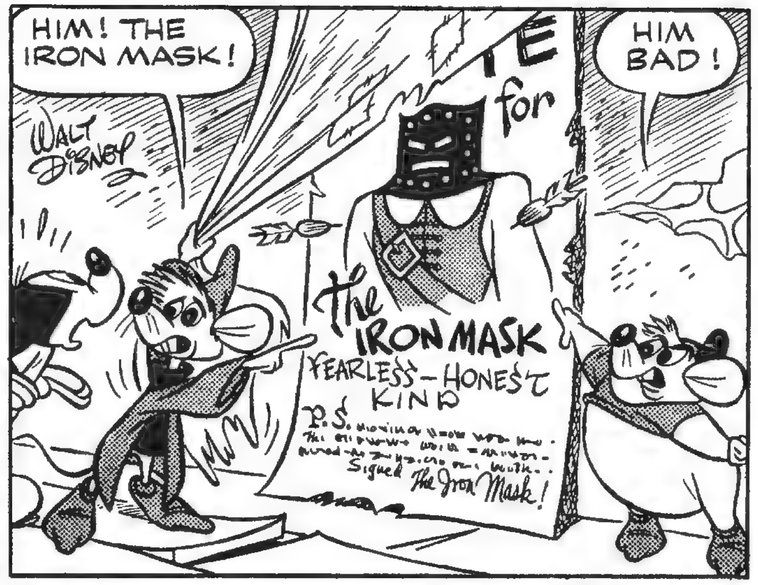
LOOK, JAQ... LET'S GET THIS STRAIGHT! YOU SAY I'M KING OF MOUSEPOTAMIA AND THIS IS MY PALACE! THEN... JUST WHO ARE YOU?
PRIME MINISTER!...

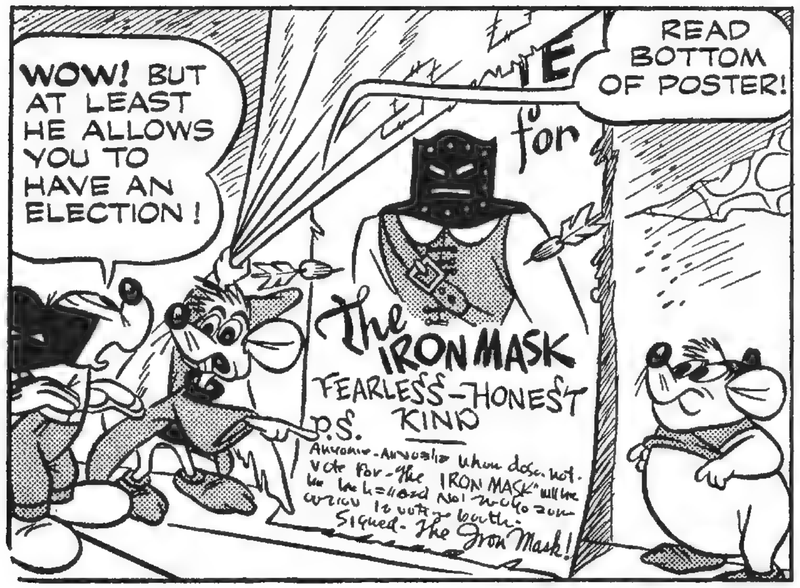

HOW ABOUT HIM?
OH.. GUS-GUS?
7
26

HE'S HEAD OF INTELLIGENCE!
WALT DISNEY


WELL, JAQ, THIS ISN'T MUCH OF A ROYAL PALACE...!
OF COURSE, MAJESTY...BUT IT'S NOT THE REAL PALACE!

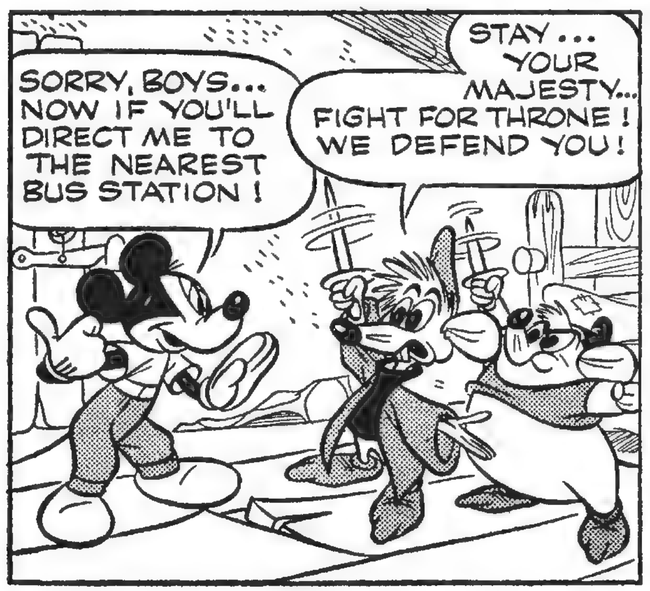
YOU SEE, MAJESTY... SOMEONE'S TAKEN OUR COUNTRY... AND WON'T GIVE IT BACK!
OH? WHY?
7/27

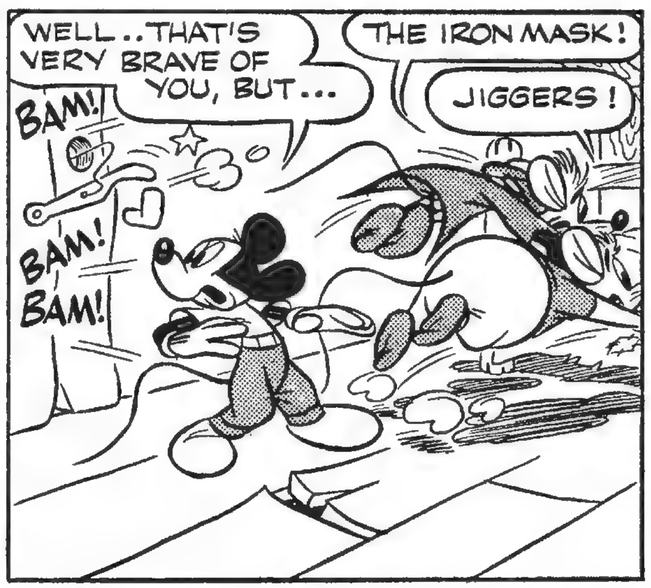

HIM! THE IRON MASK!
HIM BAD!
WALT DISNEY
for
The IRON MASK
FEARLESS-HONEST KING
P.S.
Signed The Iron Mask!

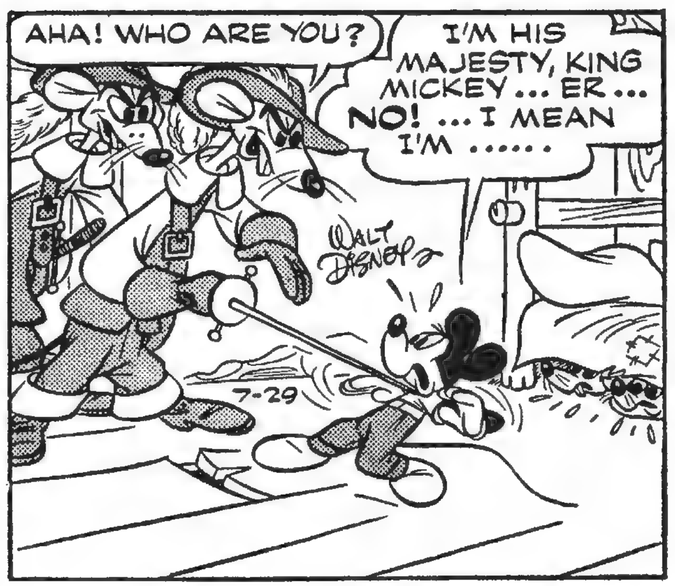

WOW! BUT AT LEAST HE ALLOWS YOU TO HAVE AN ELECTION!
READ BOTTOM OF POSTER!
for
The IRON MASK
FEARLESS-HONEST KING
P.S.
Signed- The Iron Mask!

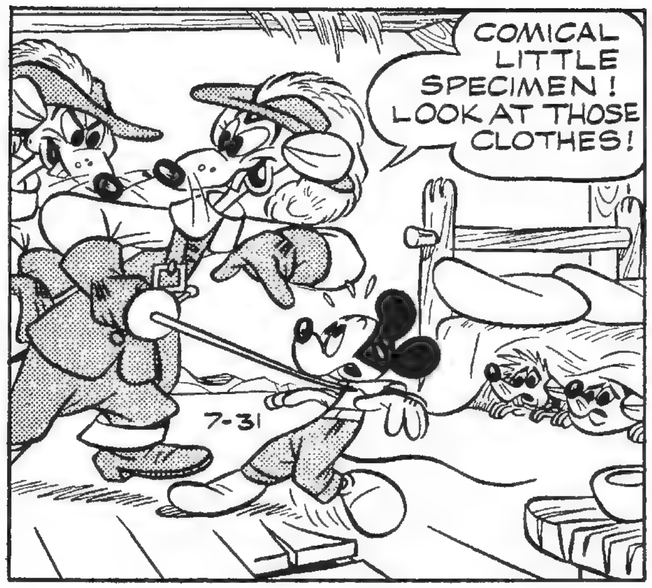
IRON MASK
FEARLESS - HONEST KING
P.S.
Anyone who does not vote for "The IRON MASK" will be beheaded after leaving the voting booth.
Signed- The Iron Mask!

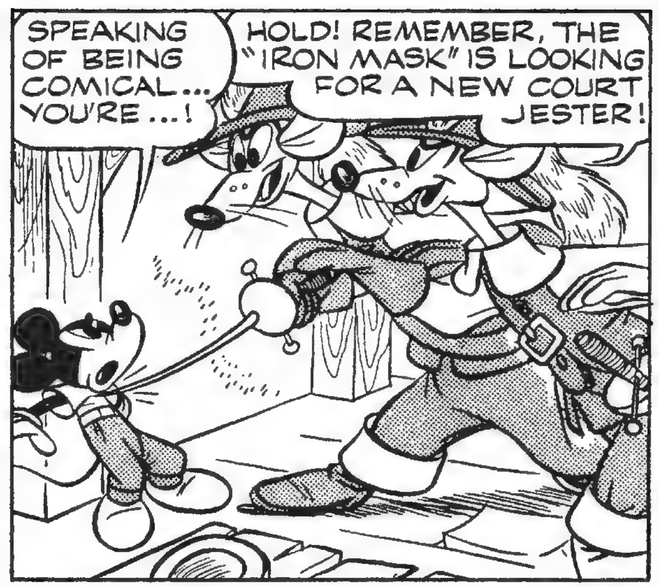
WELL, SO LONG, JAQ AND GUS!... I THINK IT'S TIME I WAS GETTING BACK HOME!
BUT...
WALT DISNEY
7/28

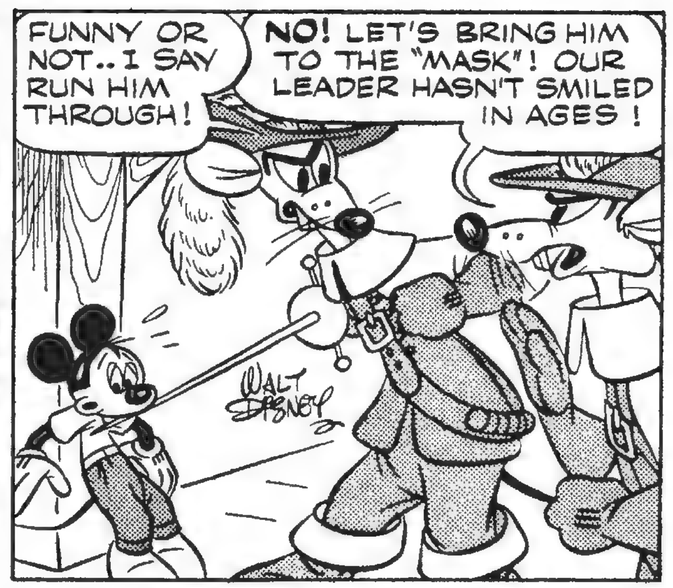

SORRY, BOYS... NOW IF YOU'LL DIRECT ME TO THE NEAREST BUS STATION!
STAY... YOUR MAJESTY... FIGHT FOR THRONE! WE DEFEND YOU!


WELL..THAT'S VERY BRAVE OF YOU, BUT...
THE IRON MASK!
JIGGERS!
BAM!
BAM!
BAM!

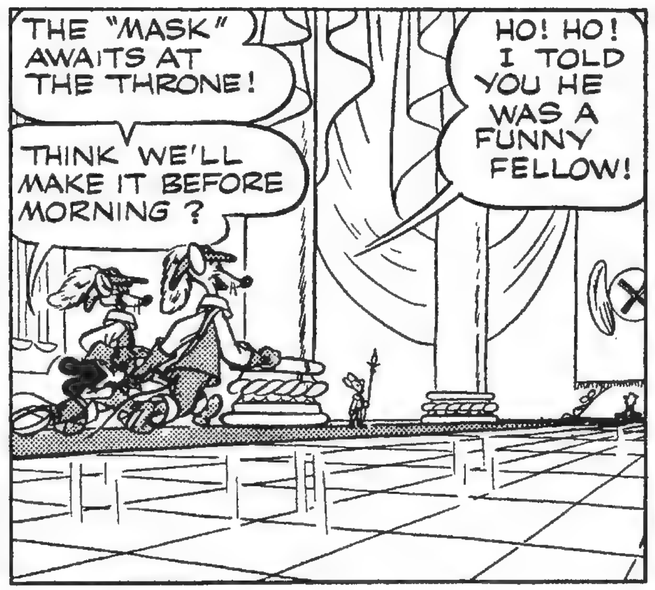

AHA! WHO ARE YOU?
I'M HIS MAJESTY, KING MICKEY... ER... NO! ...I MEAN I'M .....
WALT DISNEY
7-29

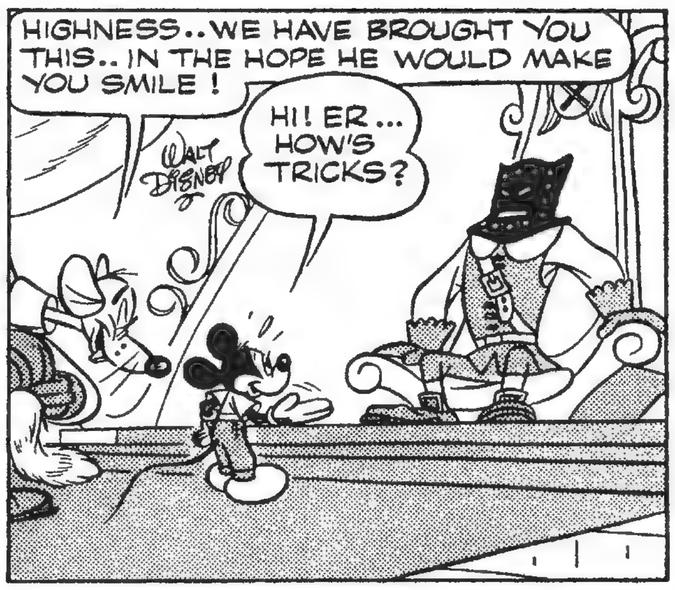

COMICAL LITTLE SPECIMEN! LOOK AT THOSE CLOTHES!
7-31

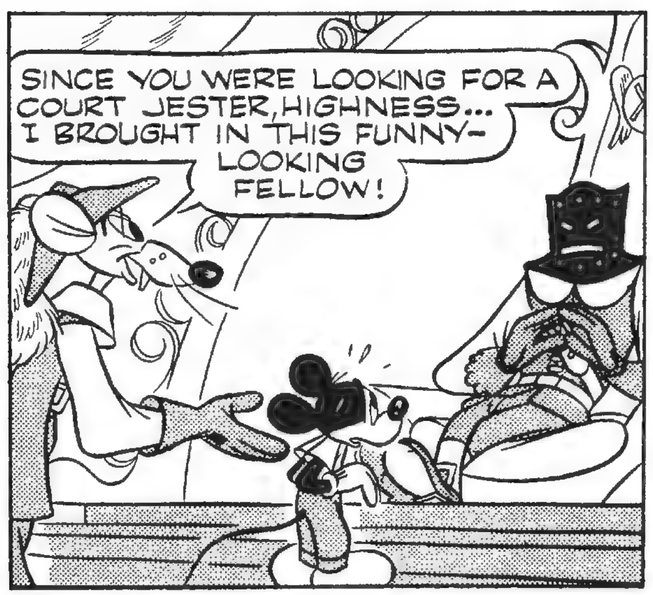

SPEAKING OF BEING COMICAL... YOU'RE ...!
HOLD! REMEMBER, THE "IRON MASK" IS LOOKING FOR A NEW COURT JESTER!

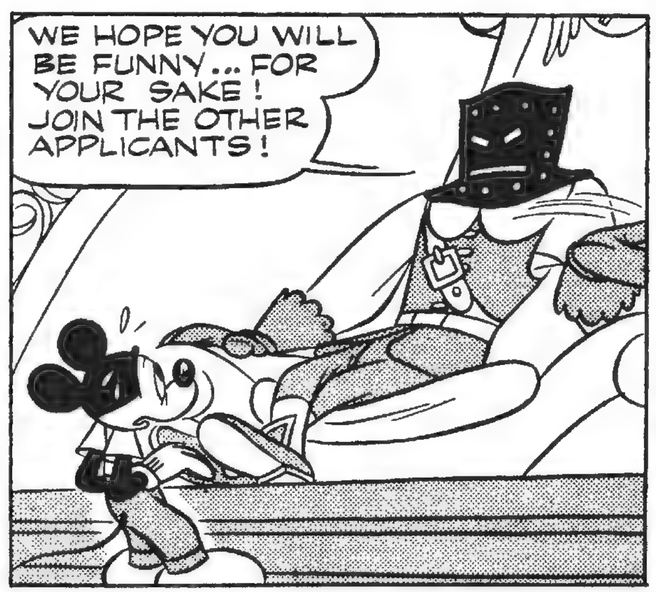

FUNNY OR NOT.. I SAY RUN HIM THROUGH!
NO! LET'S BRING HIM TO THE "MASK"! OUR LEADER HASN'T SMILED IN AGES!
WALT DISNEY

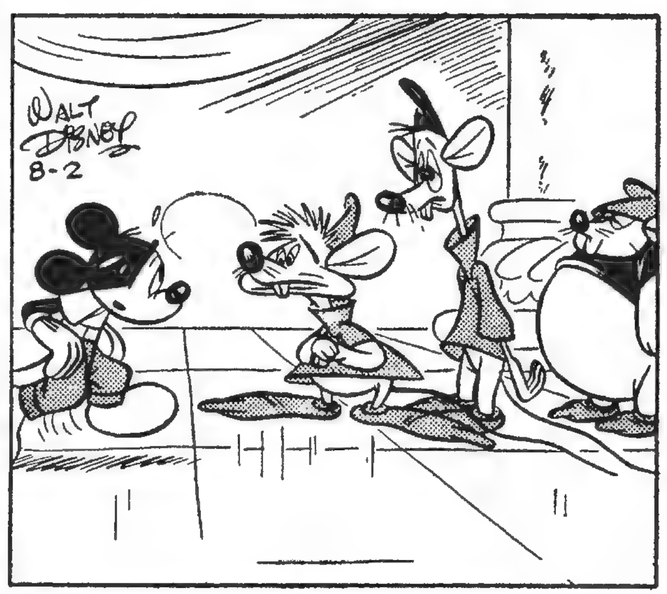
LUCKY YOU'RE SUCH A FUNNY FELLOW! ... WE'RE TAKING YOU TO THE "IRON MASK" TO TRY OUT FOR THE JESTER JOB!
8-1


THE "MASK" AWAITS AT THE THRONE!
THINK WE'LL MAKE IT BEFORE MORNING?
HO! HO! I TOLD YOU HE WAS A FUNNY FELLOW!

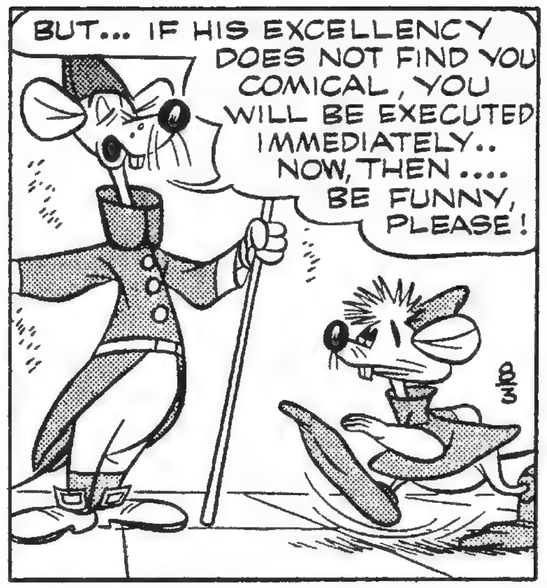

HIGHNESS.. WE HAVE BROUGHT YOU THIS.. IN THE HOPE HE WOULD MAKE YOU SMILE!
HI! ER... HOW'S TRICKS?
WALT DISNEY


SINCE YOU WERE LOOKING FOR A COURT JESTER, HIGHNESS... I BROUGHT IN THIS FUNNY-LOOKING FELLOW!

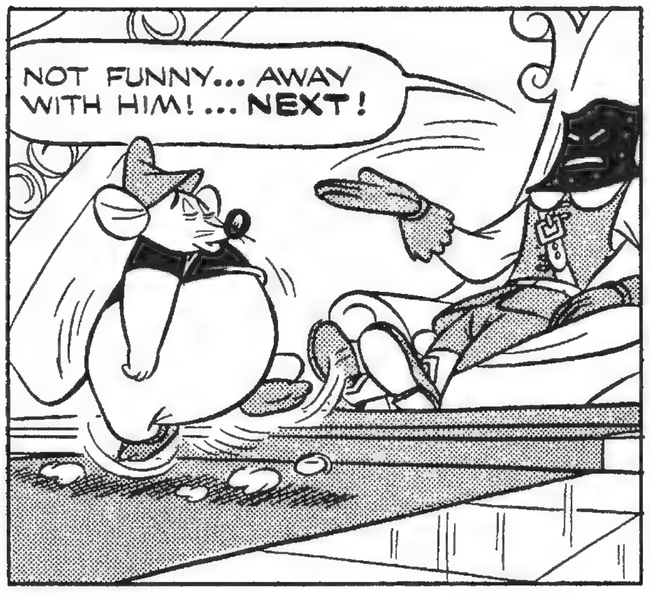

WE HOPE YOU WILL BE FUNNY... FOR YOUR SAKE! JOIN THE OTHER APPLICANTS!

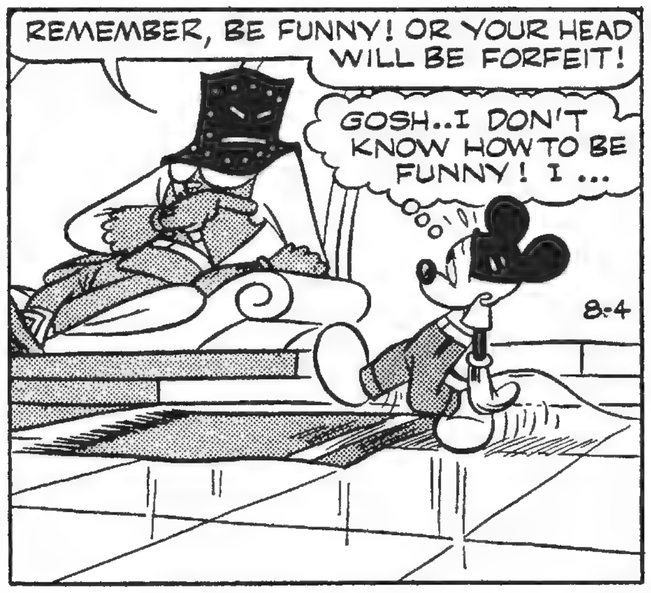

WALT DISNEY
8-2

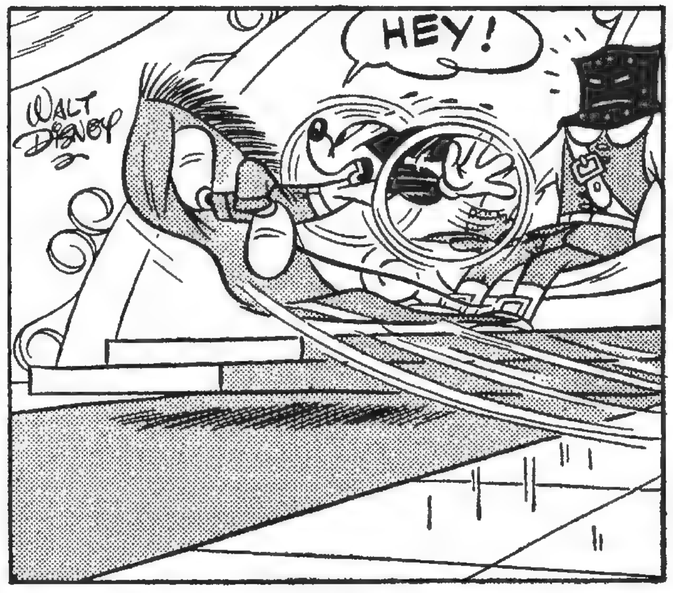
THE POSITION OF COURT JESTER IS A GOOD ONE... GOOD FOOD... GOOD PAY...

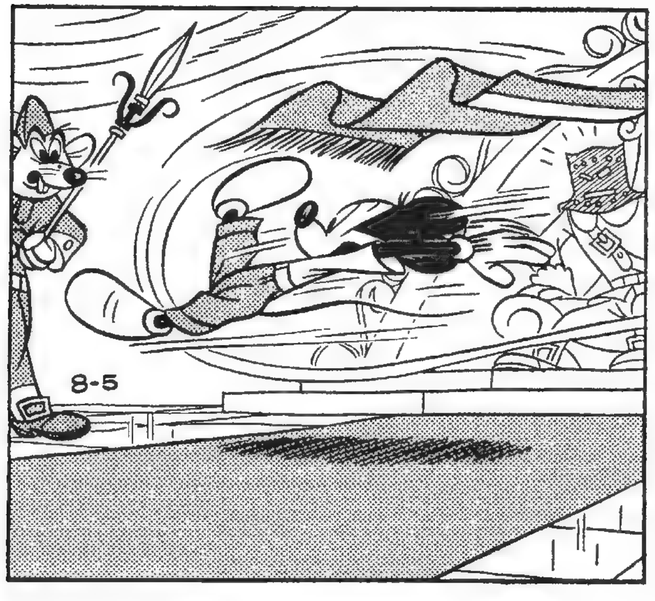

BUT... IF HIS EXCELLENCY DOES NOT FIND YOU COMICAL, YOU WILL BE EXECUTED IMMEDIATELY.. NOW, THEN .... BE FUNNY, PLEASE!
8/3

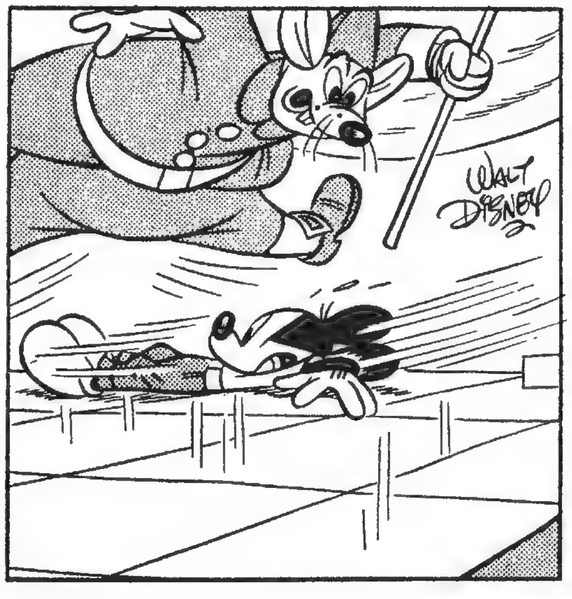
NOT FUNNY! TAKE HIM AWAY! NEXT!
WALT DISNEY

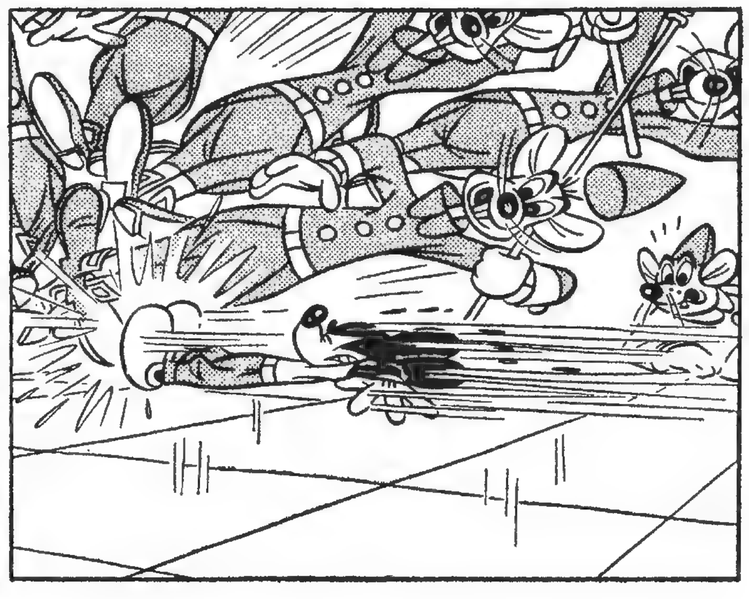

NOT FUNNY... AWAY WITH HIM! ... NEXT!

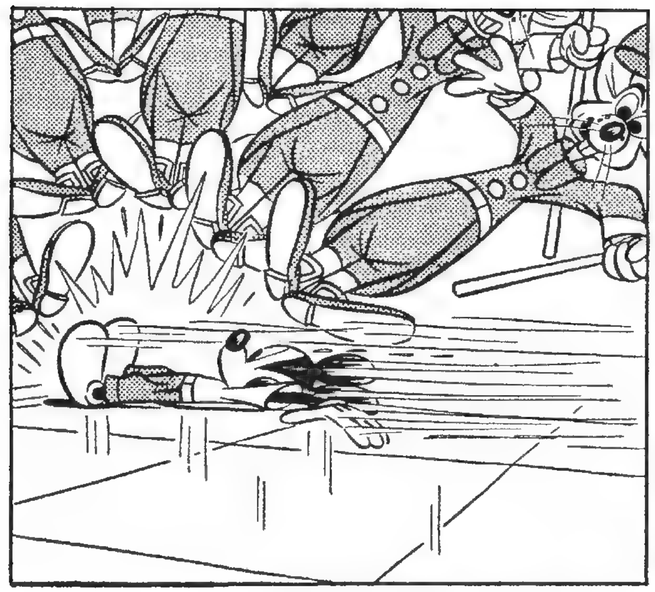

REMEMBER, BE FUNNY! OR YOUR HEAD WILL BE FORFEIT!
GOSH..I DON'T KNOW HOW TO BE FUNNY! I ...
8-4


HEY!
WALT DISNEY


8-5

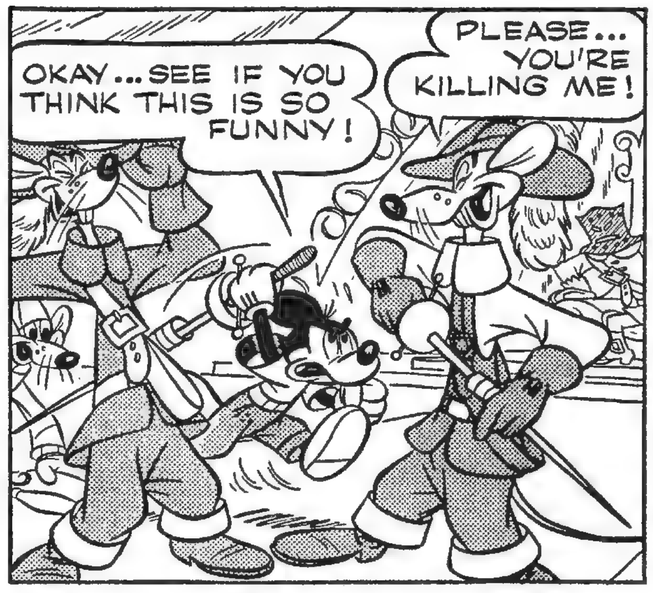

WALT DISNEY

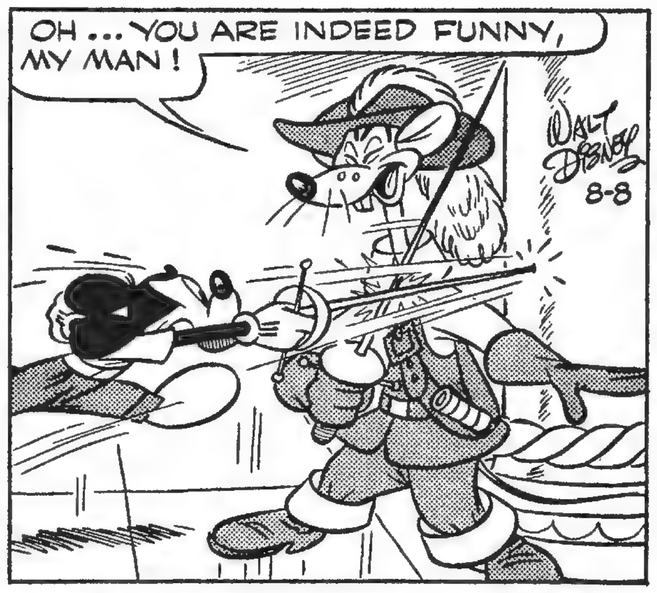


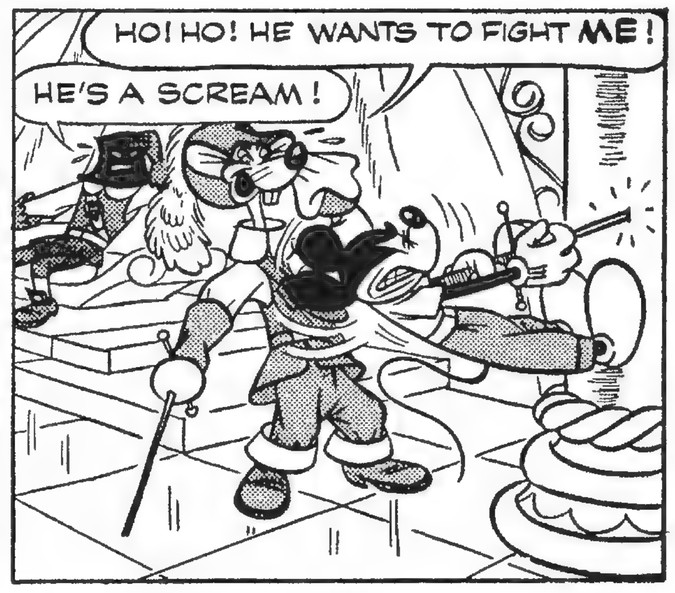


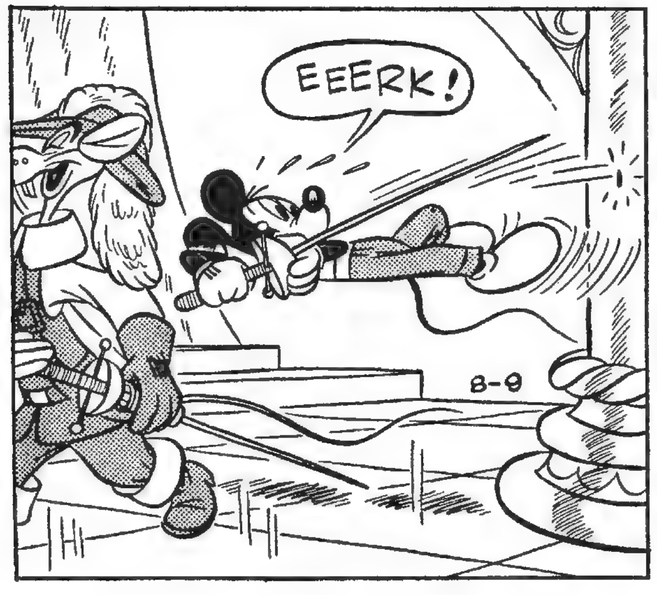
HE IS RATHER COMICAL!

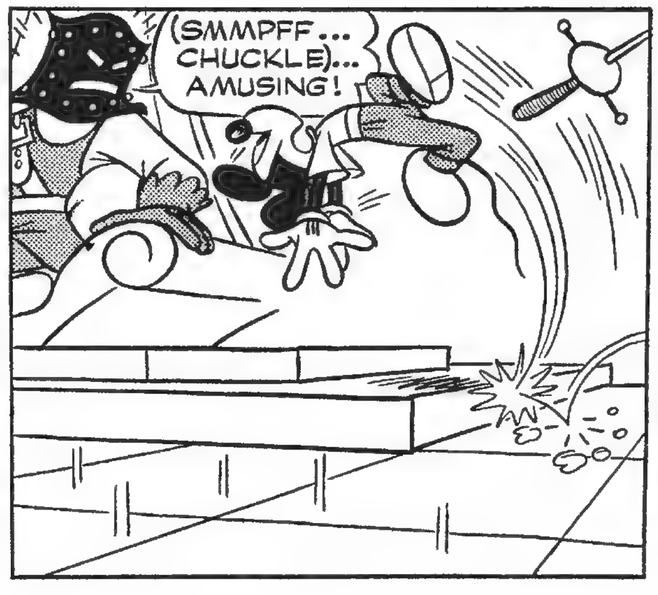
VERY DROLL! YOU MAY YET WIN THE JESTER'S POSITION! WHAT OTHER COMICAL TRICKS DO YOU KNOW?
GRRR!
WALT DISNEY
8-7


OKAY... SEE IF YOU THINK THIS IS SO FUNNY!
PLEASE... YOU'RE KILLING ME!


OH... YOU ARE INDEED FUNNY, MY MAN!
WALT DISNEY
8-8


HO! HO! HE WANTS TO FIGHT ME!
HE'S A SCREAM!

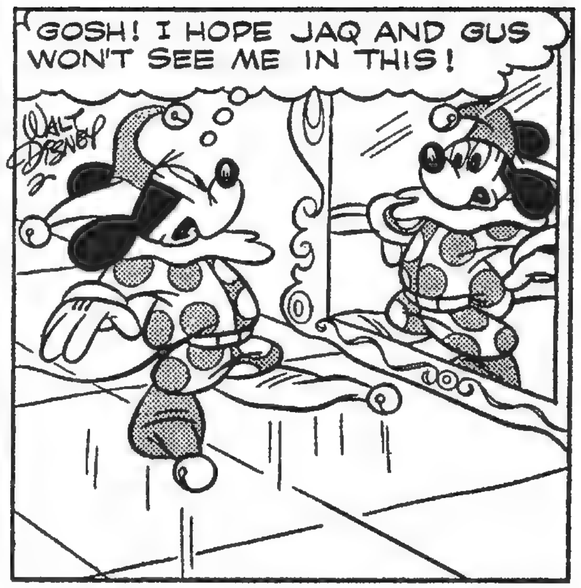

EEERK!
8-9


(SMMPFF... CHUCKLE)... AMUSING!

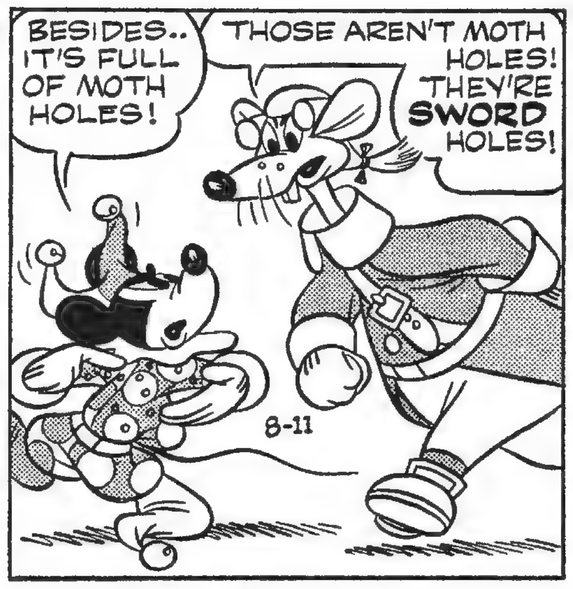
CAPITAL PERFORMANCE! YOU GET THE JESTER JOB!
WALT DISNEY

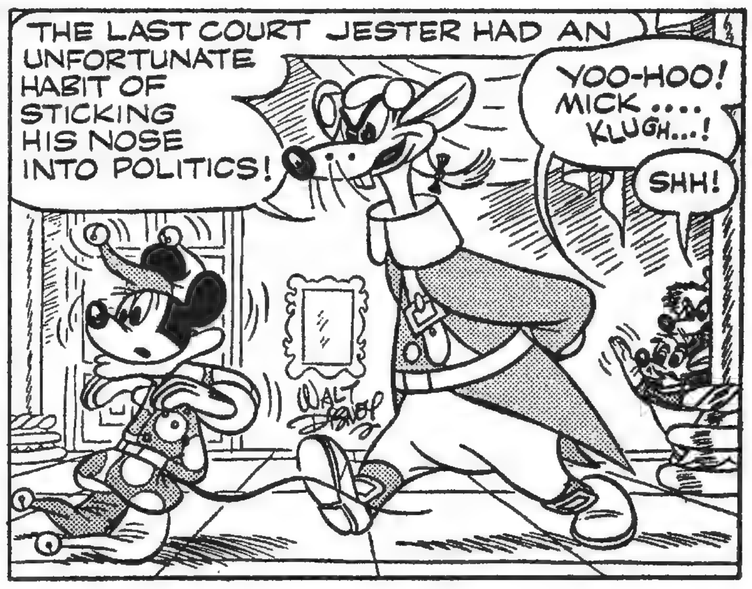
I HAVEN'T SEEN HIS HIGHNESS LAUGH LIKE THAT IN AGES! HE HAS MADE YOU OFFICIAL COURT JESTER!
I HOPE WE BOTH KNOW WHAT WE'RE DOING!

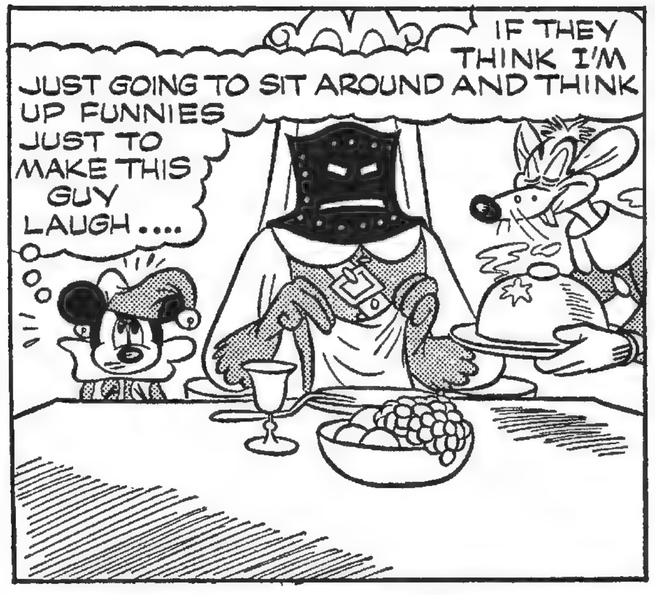
WHAT'S THIS?
YOUR JESTER'S COSTUME! YOU'LL WEAR IT ALL THE TIME!
8/10

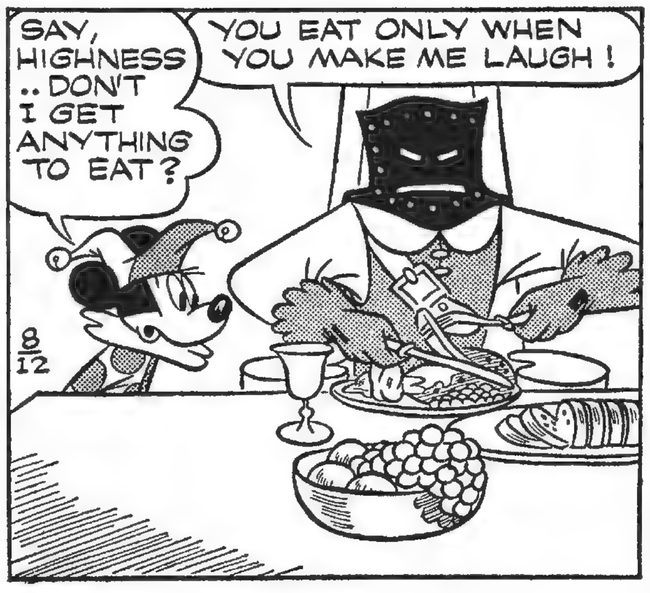

GOSH! I HOPE JAQ AND GUS WON'T SEE ME IN THIS!
WALT DISNEY

BUT I CAN'T WEAR THIS THING! IT LOOKS SILLY!
YOU'RE A JESTER! YOU'RE SUPPOSED TO LOOK SILLY!


BESIDES.. IT'S FULL OF MOTH HOLES!
THOSE AREN'T MOTH HOLES! THEY'RE SWORD HOLES!
8-11


THE LAST COURT JESTER HAD AN UNFORTUNATE HABIT OF STICKING HIS NOSE INTO POLITICS!
YOO-HOO! MICK.... KLUGH...!
SHH!
WALT DISNEY


IF THEY THINK I'M JUST GOING TO SIT AROUND AND THINK UP FUNNIES JUST TO MAKE THIS GUY LAUGH....

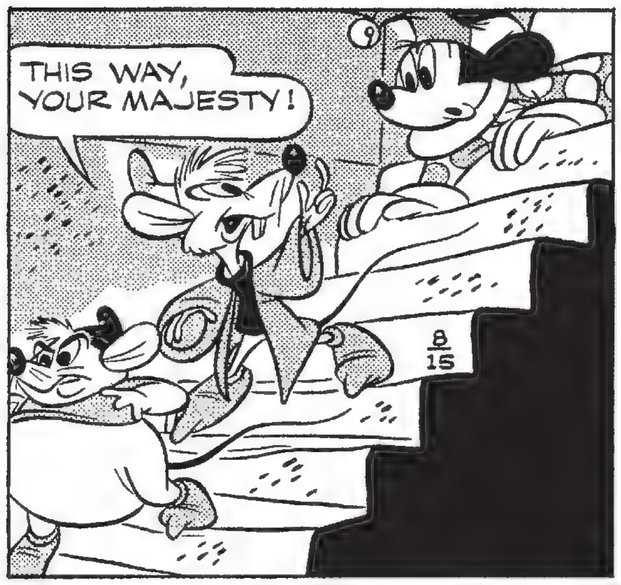

SAY, HIGHNESS .. DON'T I GET ANYTHING TO EAT?
YOU EAT ONLY WHEN YOU MAKE ME LAUGH!
8/12

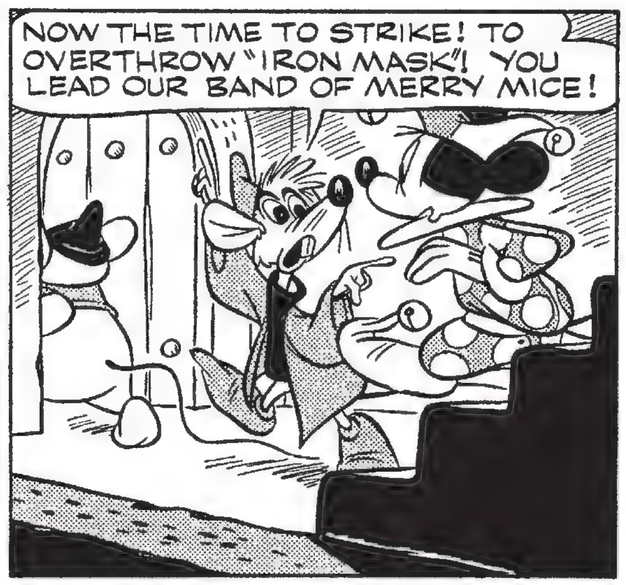
...AND I DON'T FEEL LIKE LAUGHING ANY MORE TODAY!
WALT DISNEY

REMEMBER, JESTER... YOU LIVE AS LONG AS YOU KEEP ME IN GOOD HUMOR!
HA-HA! I'LL BE FUNNY IF IT KILLS ME! GET IT? KILLS ME!

WHEW... HUH...?
PSST!
YEAH ... PSSST!

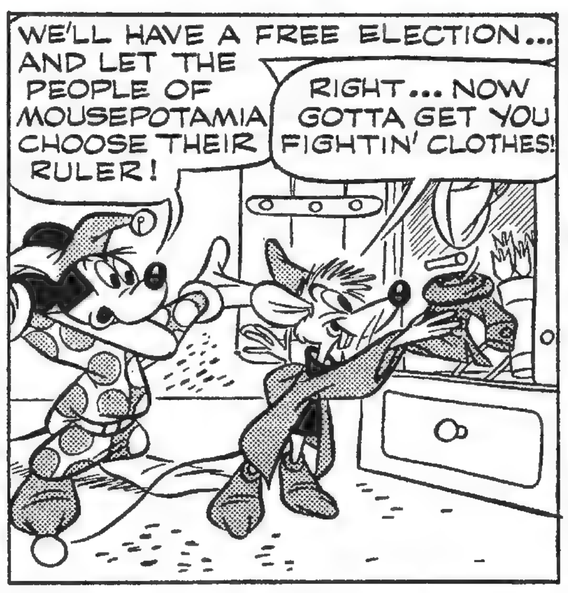
MIGOSH! YOU'VE GOT A SECRET TUNNEL RIGHT UNDER THE "MASK'S" OWN THRONE!
8/14
GOTTA TALK! STEP INNA OFFICE!
SECRET TUNNEL — NO VISITORS
WALT DISNEY

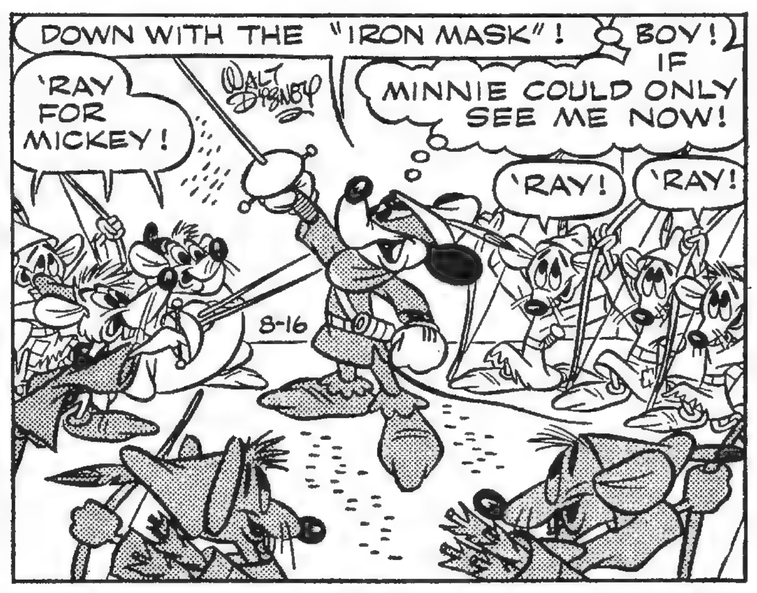

THIS WAY, YOUR MAJESTY!
8/15

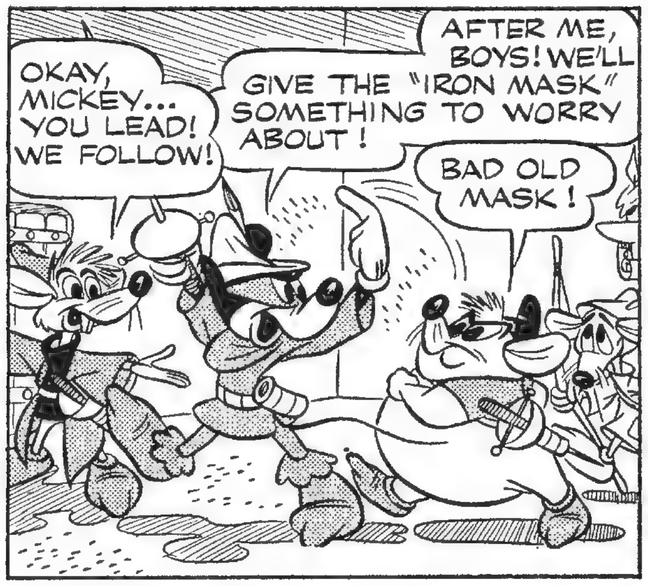

NOW THE TIME TO STRIKE! TO OVERTHROW "IRON MASK"! YOU LEAD OUR BAND OF MERRY MICE!

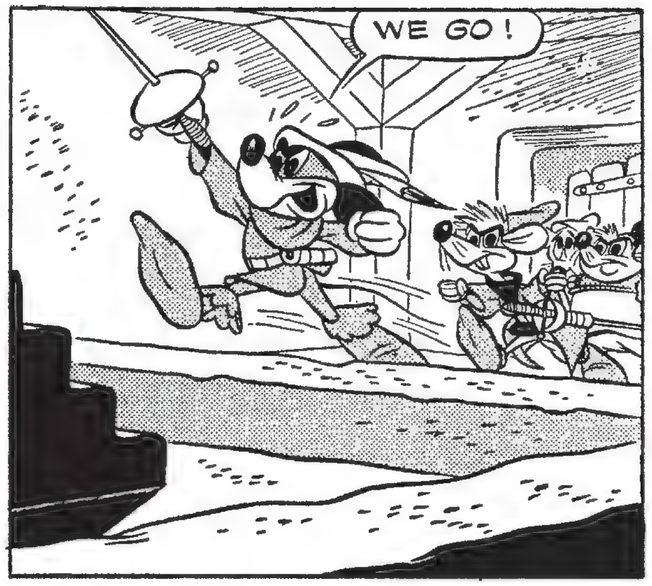
YOU SAID "MERRY" MICE?
WALT DISNEY

OKAY... I'LL HELP YOU THROW THE "IRON MASK" OFF THE THRONE... IF YOU FORGET ABOUT ME BEING KING!
OKAY... IS DEAL!


WE'LL HAVE A FREE ELECTION... AND LET THE PEOPLE OF MOUSEPOTAMIA CHOOSE THEIR RULER!
RIGHT... NOW GOTTA GET YOU FIGHTIN' CLOTHES!

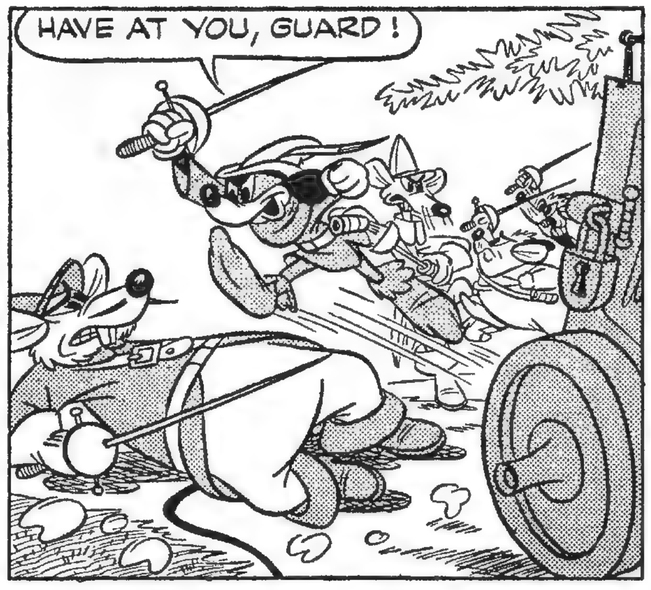

DOWN WITH THE "IRON MASK"!
'RAY FOR MICKEY!
WALT DISNEY
BOY! IF MINNIE COULD ONLY SEE ME NOW!
'RAY!
'RAY!
8-16


OKAY, MICKEY... YOU LEAD! WE FOLLOW!
AFTER ME, BOYS! WE'LL GIVE THE "IRON MASK" SOMETHING TO WORRY ABOUT!
BAD OLD MASK!

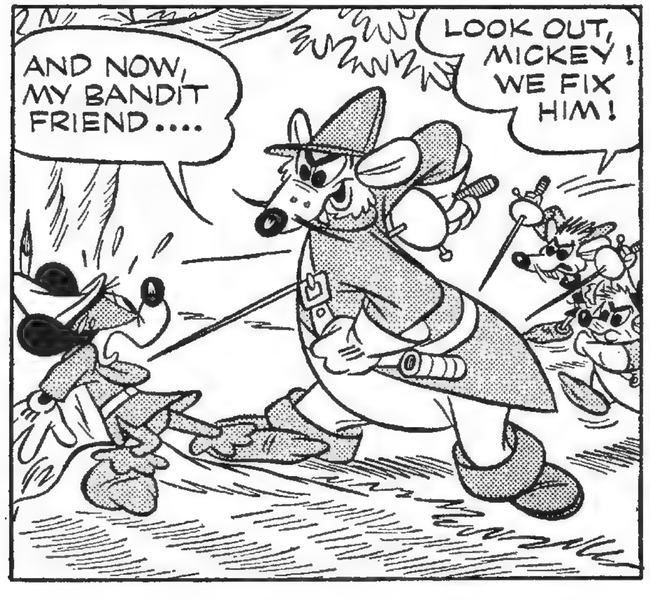

WE GO!

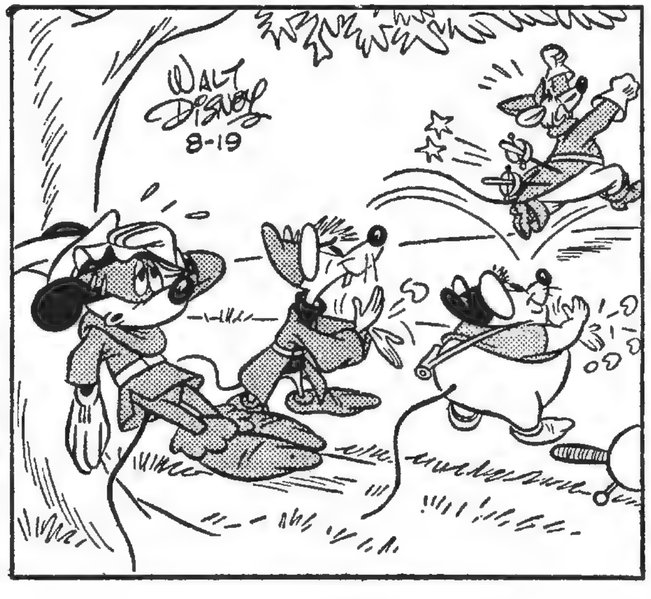
WALT DISNEY
8-17
HURT SELF?
ER ... NO! MUSTA SLIPPED!

THAT'S IT! THE "IRON MASK'S" TREASURE COACH!
OOOH! MONEY, MONEY, MONEY!
GO!
8-18

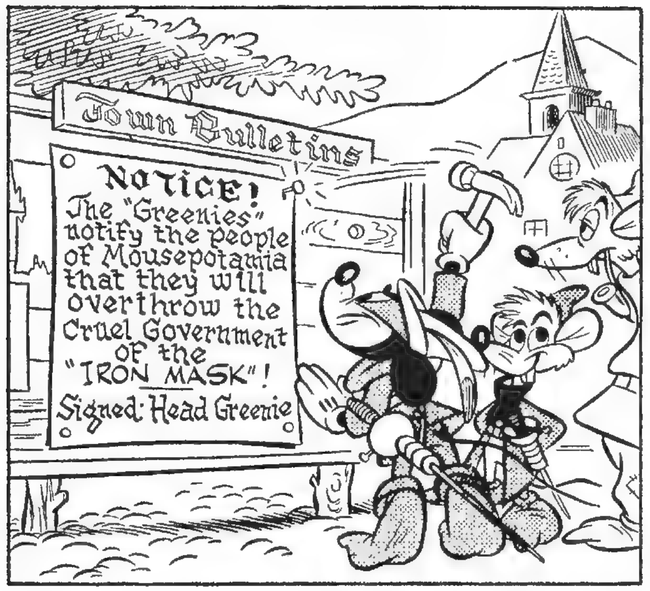

HAVE AT YOU, GUARD!

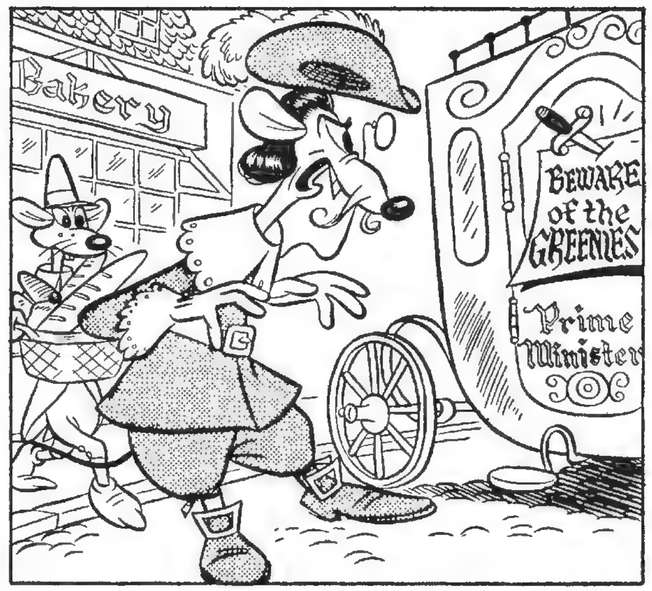
WALT DISNEY
CAREFUL, LITTLE SIR BANDIT! YOU MAY HARM YOURSELF WITH THAT TOY!


AND NOW, MY BANDIT FRIEND....
LOOK OUT, MICKEY! WE FIX HIM!

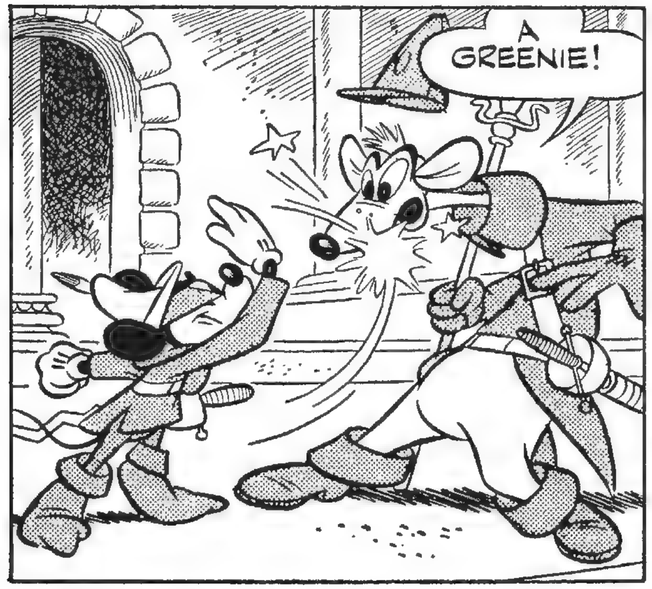

WALT DISNEY
8-19

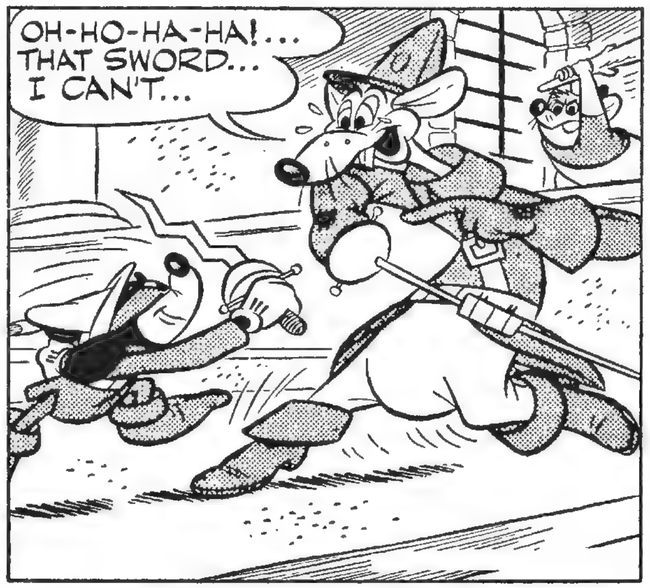
LOOK, FELLOWS! MAYBE I'M NOT CUT OUT TO BE A LEADER! WHY DON'T YOU....
NO! NO! YOU WONDERFUL!
YOU BRAVE!

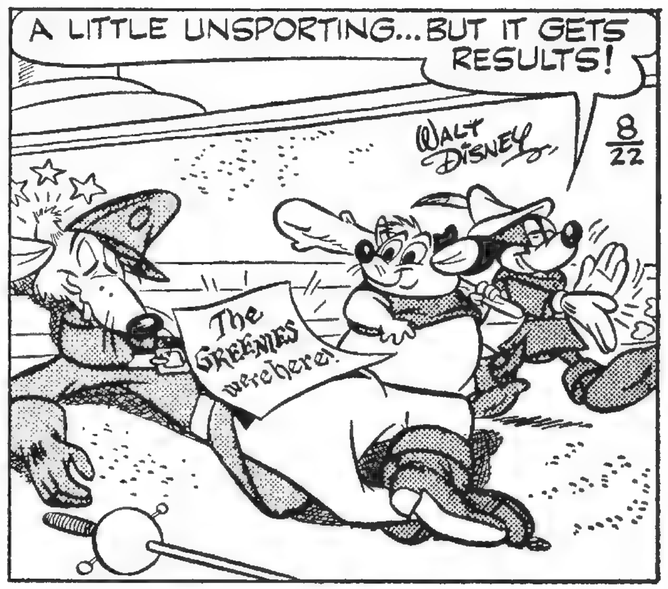

Town Bulletins
NOTICE!
The "Greenies" notify the people of Mousepotamia that they will overthrow the Cruel Government of the "IRON MASK"!
Signed: Head Greenie

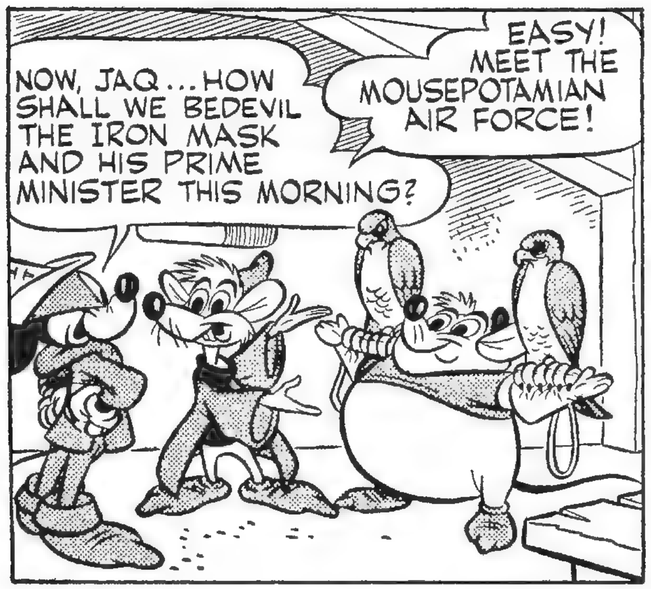

Bakery
BEWARE of the GREENIES
Prime Minister

WALT DISNEY 8-21
The GREENIES are going to get you!


A GREENIE!


OH-HO-HA-HA!... THAT SWORD... I CAN'T...


A LITTLE UNSPORTING...BUT IT GETS RESULTS!
WALT DISNEY
8/22
The GREENIES were here!


NOW, JAQ...HOW SHALL WE BEDEVIL THE IRON MASK AND HIS PRIME MINISTER THIS MORNING?
EASY! MEET THE MOUSEPOTAMIAN AIR FORCE!

STOP! HOW DARE YOU! HELP!
The Greenies sent us!

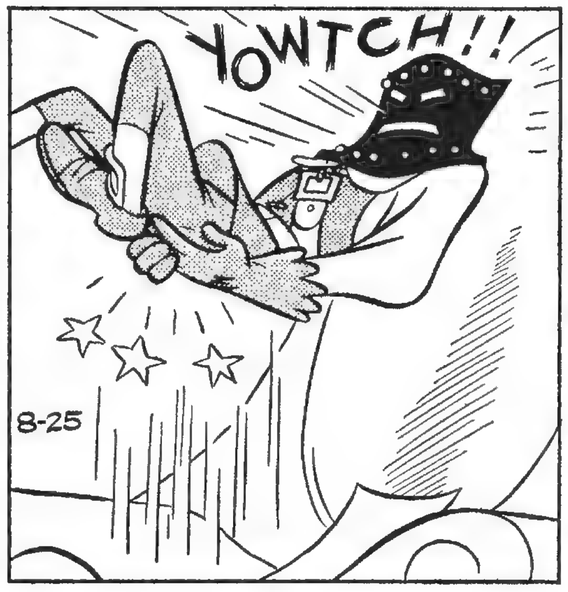
ANNOUNCING HIS EXCELLENCY... THE PRIME MINISTER!
WALT DISNEY 8-23
!

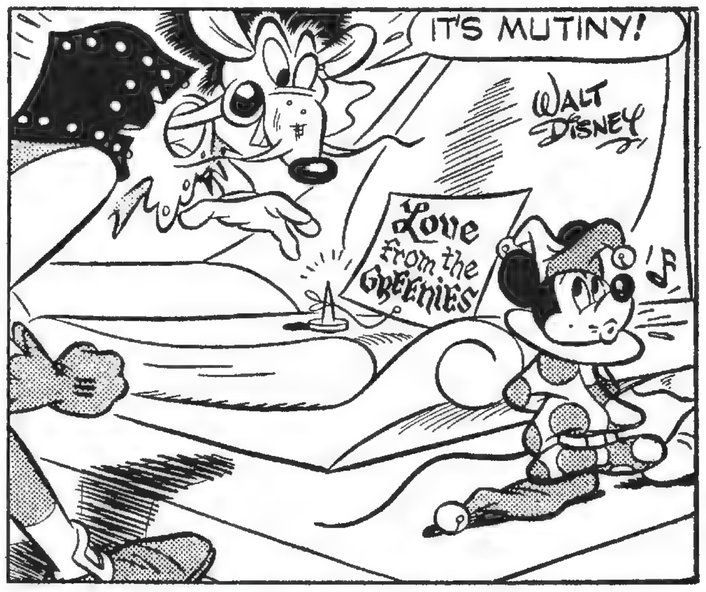
I'D BETTER GET BACK TO THE THRONE ROOM TO SEE WHAT'S GOING ON!
SECRET TUNNEL ALL CLEAR!
8-24

...NOT ONLY THAT...LAST NIGHT A GROUP OF THESE BANDIT GREENIES DISPATCHED ARROWS AT ME!
WHAT DID THE LEADER LOOK LIKE?

I'D SAY HE WAS ABOUT THE SIZE AND BUILD OF YOUR JESTER HERE!
HO! HO! A LITTLE BUG LIKE THAT?
SOMEONE LIKE SILLY LITTLE OLD ME?
WALT DISNEY

I'M NOT WORRIED ABOUT MYSELF, OF COURSE...BUT THESE GREENIES.. THEY MAY HARM YOUR HIGHNESS!
NONSENSE! WE ARE SURROUNDED BY LOYAL GUARDS! NOTHING CAN TOUCH ME!


YOWTCH!!
8-25


IT'S MUTINY!
WALT DISNEY
Love from the GREENIES

I HAVE A PLAN TO LIQUIDATE THE "GREENIES"...NOW AT THIS AMMUNITION DEPOT!
JUST A MOMENT, HIGHNESS... I THINK YOUR "JESTER" IS DOING A LITTLE SPY WORK!

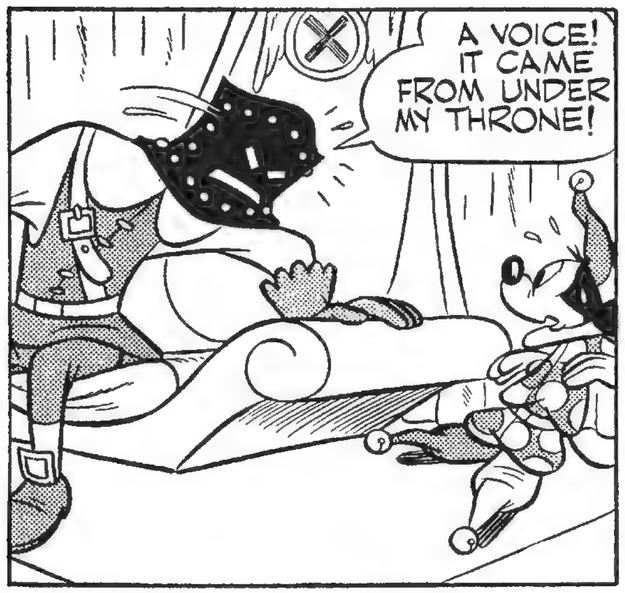
8/26
YOU'RE A SPY FOR THE GREENIES! I ALWAYS SUSPECTED IT! GIVE ME THAT!
NO! NO! PLEASE....

A SPY! HAW! EXCELLENT LIKENESS, JESTER!
WALT DISNEY
PRIME MINISTER

DON'T, GUS! REMEMBER...WE UNDER THE MASK'S THRONE!
AAAAAA...

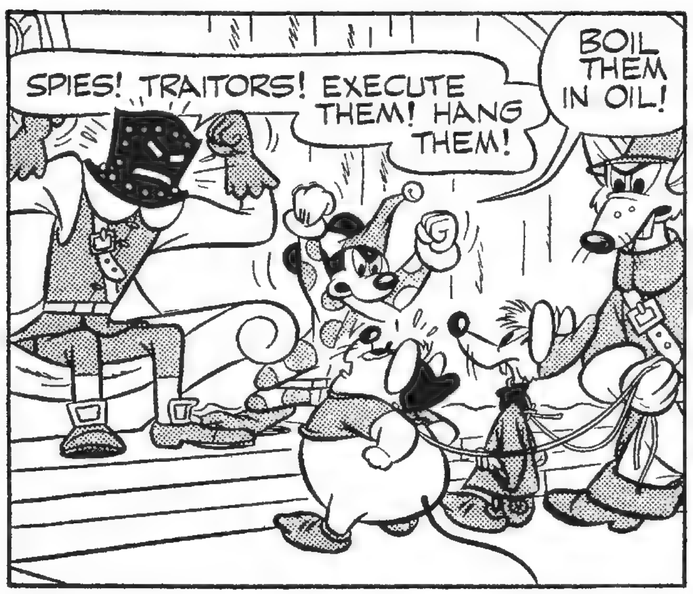
....CHOOO!!!
OH, GOSH...JAQ AND GUS ARE UNDER THERE!
BLESS YOU!
...CHOO!
8-28

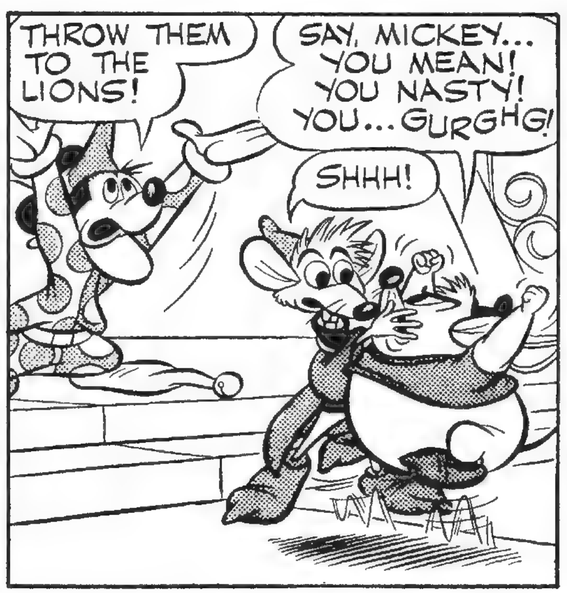
THANK YOU!
WALT DISNEY


A VOICE! IT CAME FROM UNDER MY THRONE!

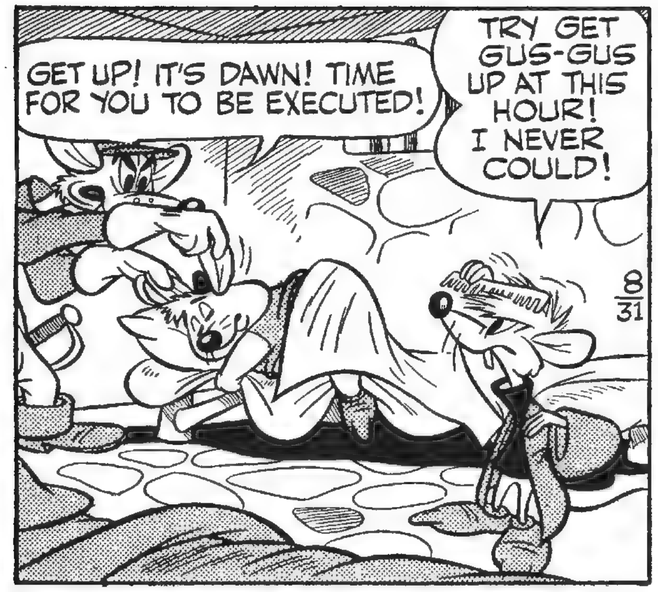
I DIDN'T HEAR ANYTHING! YOUR HIGHNESS MUST BE A LITTLE OFF THE BEAM...
8/29

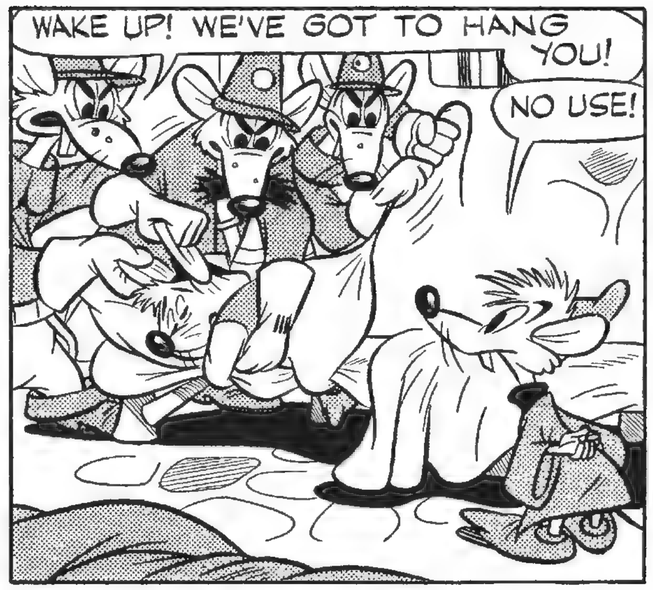
GOOD MORNING! THIS WHERE I GET A STREET CAR FOR PUBLIC LIBRERRY?
PAPER! GETCH MORNING PAPER!
WALT DISNEY

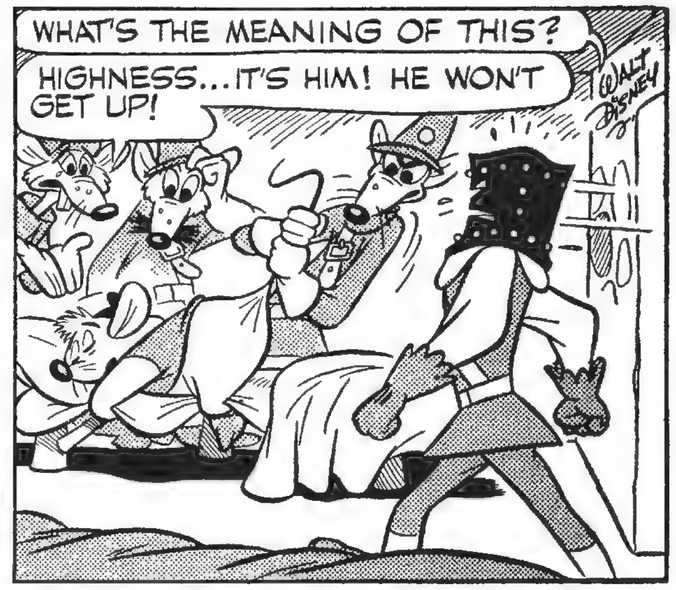

SPIES! TRAITORS! EXECUTE THEM! HANG THEM!
BOIL THEM IN OIL!


THROW THEM TO THE LIONS!
SAY, MICKEY... YOU MEAN! YOU NASTY! YOU...GURGHG!
SHHH!

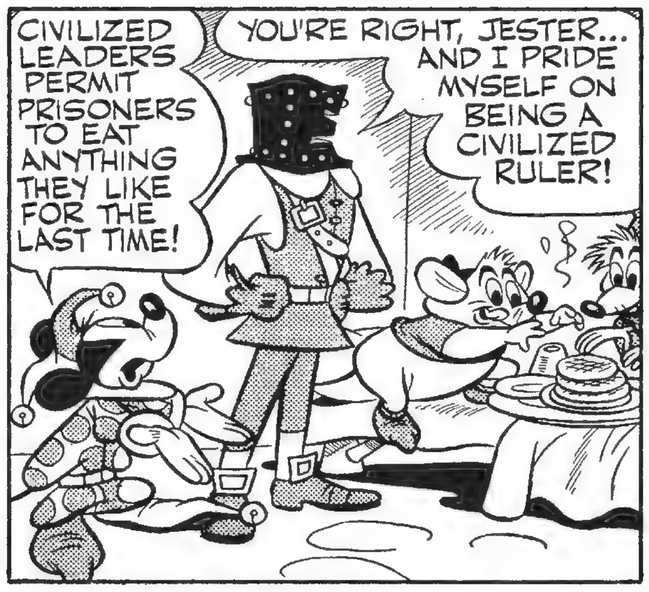
ASSASSINS! TRY TO HURT OUR BELOVED LEADER, WILL YOU?
WALT DISNEY
8-30

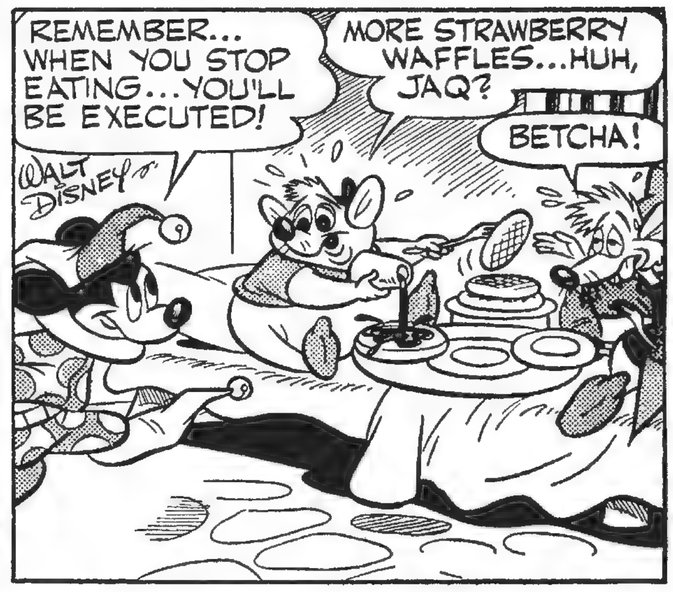

GET UP! IT'S DAWN! TIME FOR YOU TO BE EXECUTED!
TRY GET GUS-GUS UP AT THIS HOUR! I NEVER COULD!
8/31


WAKE UP! WE'VE GOT TO HANG YOU!
NO USE!


WHAT'S THE MEANING OF THIS?
HIGHNESS...IT'S HIM! HE WON'T GET UP!
WALT DISNEY

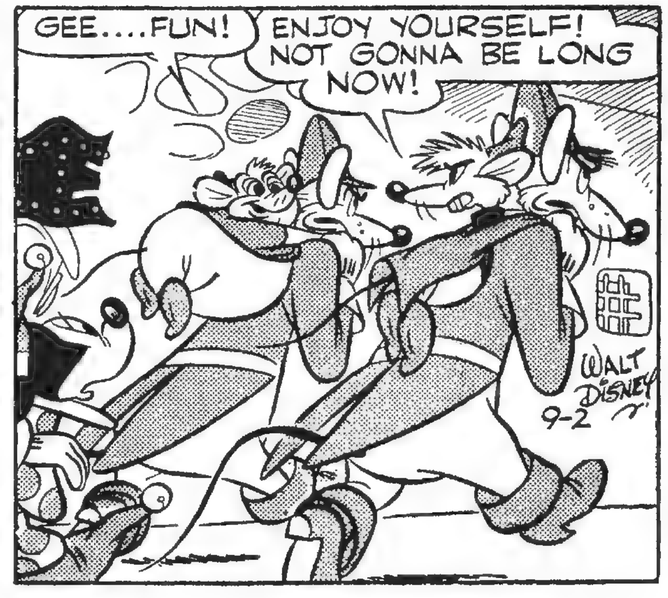
NOW THAT THEY'RE AWAKE...LET'S PROCEED WITH THE EXECUTION!
NO, NO, HIGHNESS! BAD LUCK! THEY'VE GOT TO HAVE THEIR FAREWELL MEAL!
9/1


CIVILIZED LEADERS PERMIT PRISONERS TO EAT ANYTHING THEY LIKE FOR THE LAST TIME!
YOU'RE RIGHT, JESTER... AND I PRIDE MYSELF ON BEING A CIVILIZED RULER!


REMEMBER... WHEN YOU STOP EATING...YOU'LL BE EXECUTED!
MORE STRAWBERRY WAFFLES...HUH, JAQ?
BETCHA!
WALT DISNEY

CAN'T EAT 'NOTHER BITE ...IF IT'SA LAST THING I DO!
IT IS! PROCEED WITH THE EXECUTION!

CAN'T WALK! TOO FULL!
MAYBE YOUR HIGHNESS WOULD LIKE TO POSTPONE THE EXECUTION TILL LATER?
NO! WE'VE DELAYED LONG ENOUGH!

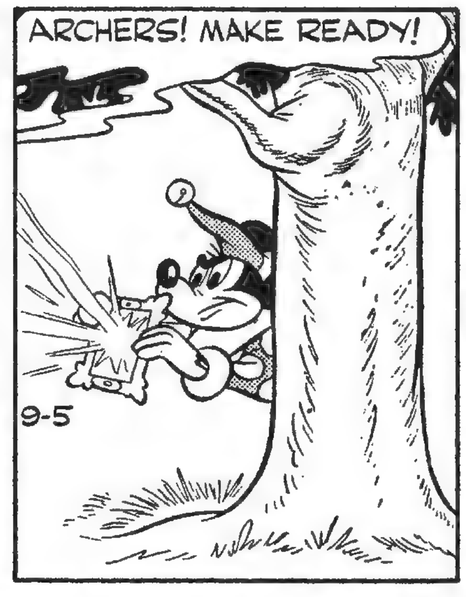

GEE....FUN!
ENJOY YOURSELF! NOT GONNA BE LONG NOW!
WALT DISNEY
9-2

COME, MY JESTER... ON WITH THE EXECUTION OF THESE VICIOUS TRAITORS!
FUN, YOUR HIGHNESS....

PRAY TELL ...WHY THE LOOKING GLASS?
JUST MY LITTLE JOKE, HIGHNESS..
9-4

YOU WANT THEM TO LOOK NICE FOR THEIR EXECUTION ... DON'T YOU?
DON'T LOSE HEART ... I'VE GOT AN IDEA!
GUS DON'T LOOK WELL!
WALT DISNEY

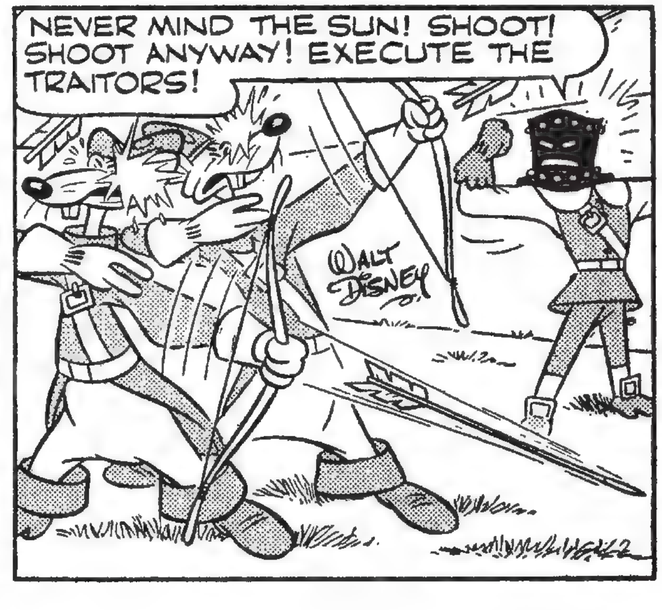
THEY ARE READY NOW, HIGHNESS..EH, BOYS?
READY...
READY....

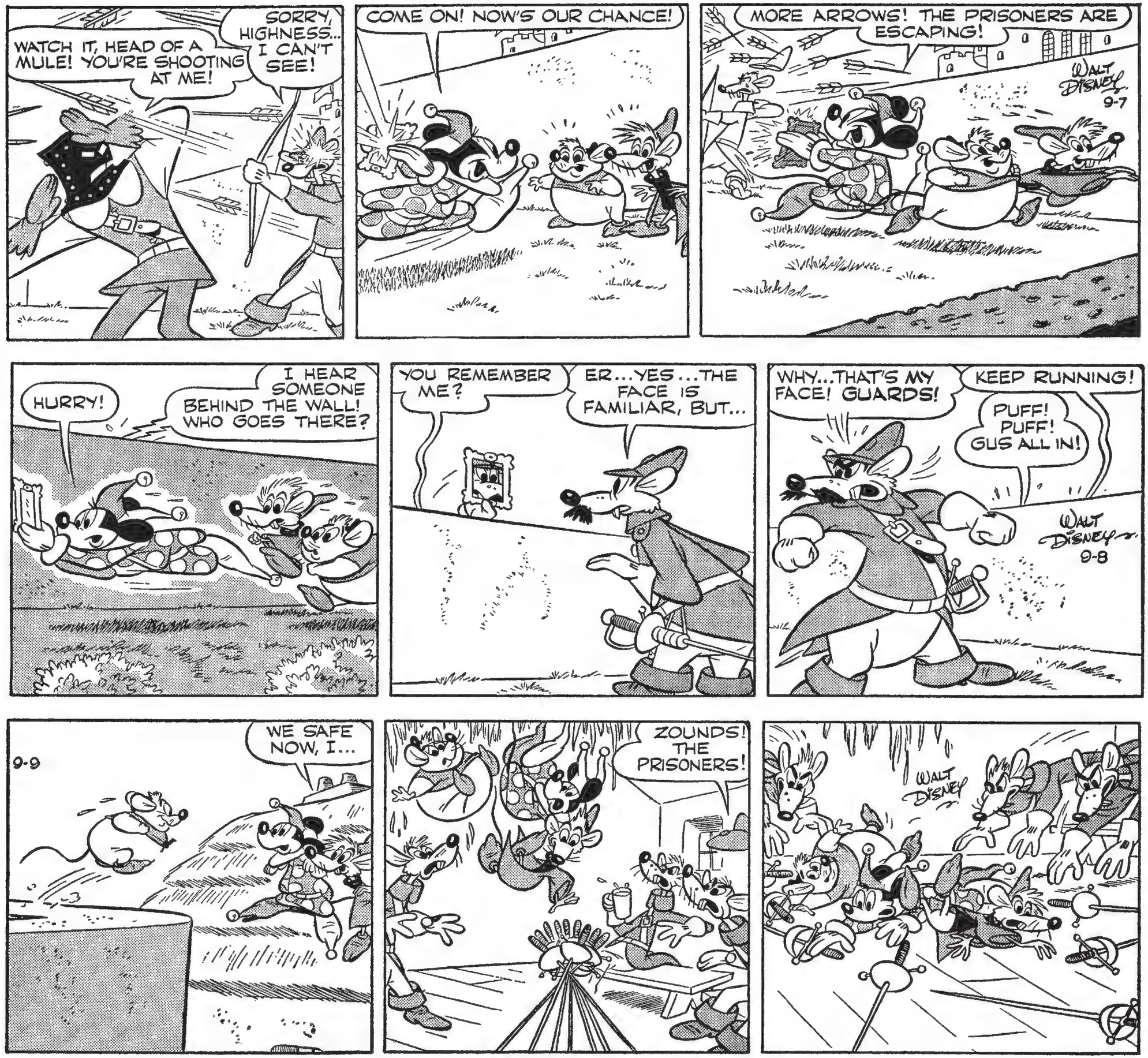

ARCHERS! MAKE READY!
9-5

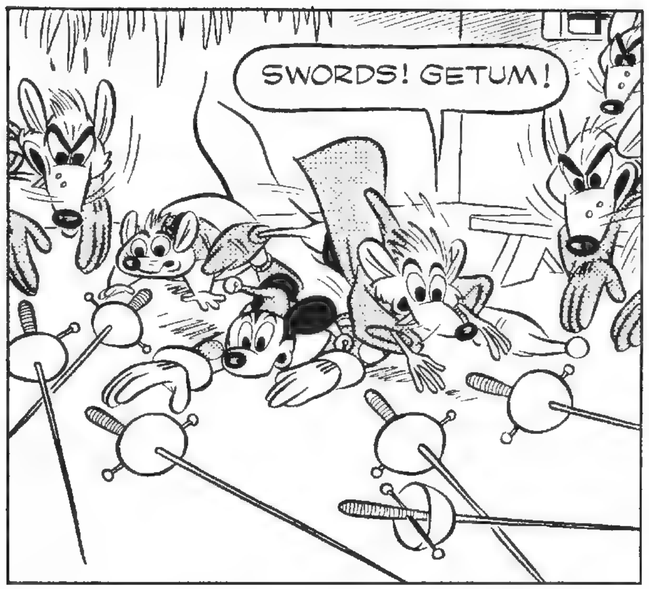
JUST A MOMENT, HIGHNESS...THE SUN! WE CAN'T SEE!
WALT DISNEY

THE ARROWS, YOU IDIOTS! SHOOT!
WE CAN'T SEE, HIGHNESS...!
9-6

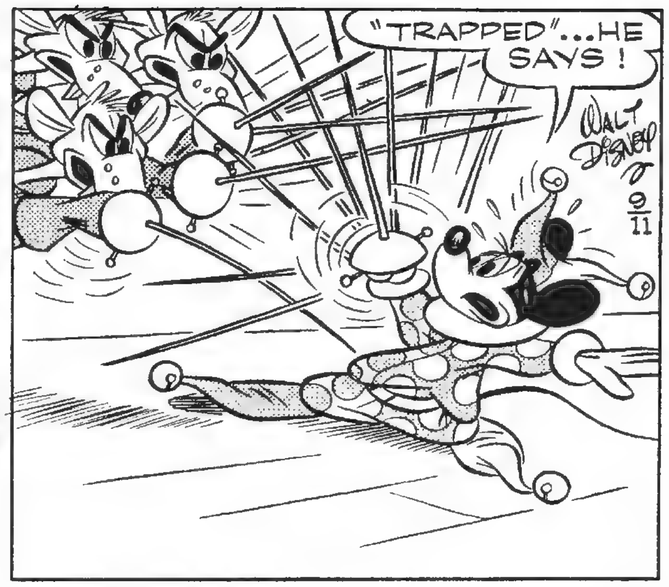
SUNSHINE... DO YOUR STUFF!


NEVER MIND THE SUN! SHOOT! SHOOT ANYWAY! EXECUTE THE TRAITORS!
WALT DISNEY

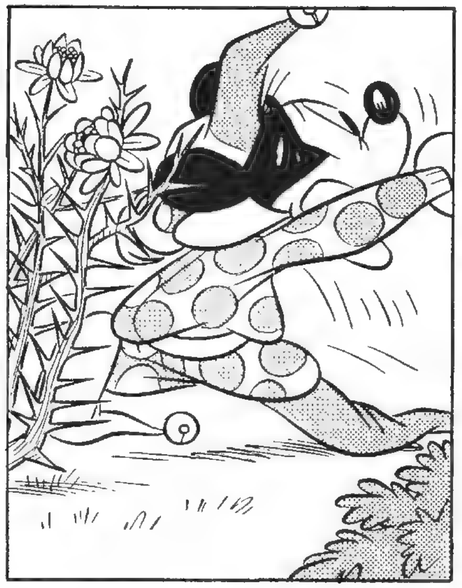

WATCH IT, HEAD OF A MULE! YOU'RE SHOOTING AT ME!
SORRY, HIGHNESS... I CAN'T SEE!
COME ON! NOW'S OUR CHANCE!
MORE ARROWS! THE PRISONERS ARE ESCAPING!
WALT DISNEY
9-7
HURRY!
I HEAR SOMEONE BEHIND THE WALL! WHO GOES THERE?
YOU REMEMBER ME?
ER...YES...THE FACE IS FAMILIAR, BUT...
WHY...THAT'S MY FACE! GUARDS!
KEEP RUNNING!
PUFF! PUFF! GUS ALL IN!
WALT DISNEY
9-8
9-9
WE SAFE NOW, I...
ZOUNDS! THE PRISONERS!
WALT DISNEY

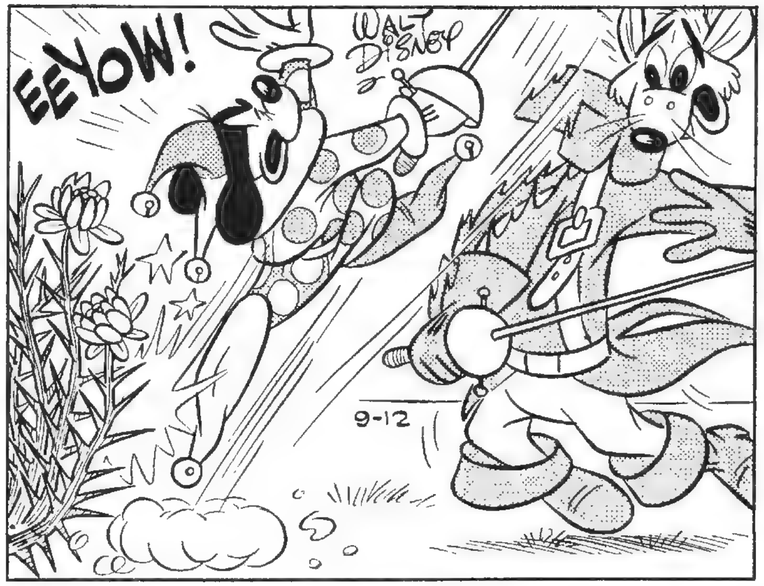

SWORDS! GETUM!

FIGHTUM, MICKEY! WE GOTUM ALL TRAPPED!


"TRAPPED"...HE SAYS!
WALT DISNEY
9/11

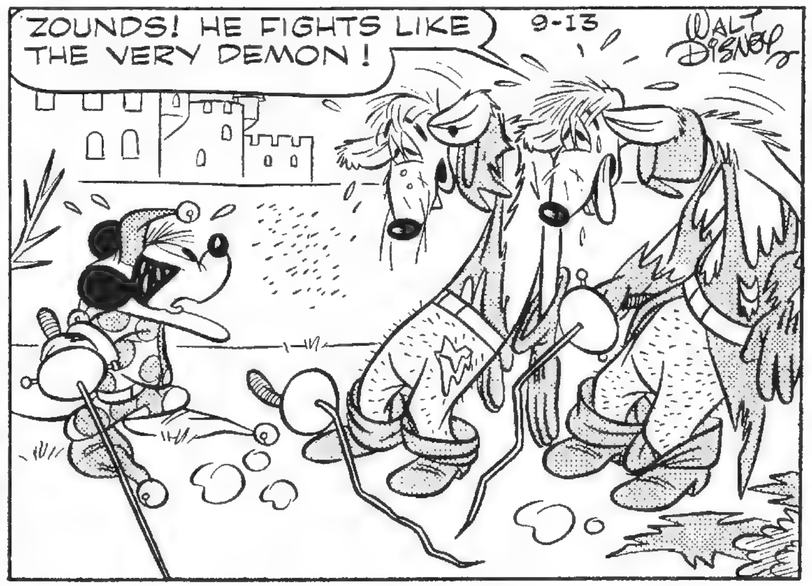
HEY! HELP! I CAN'T HANDLE THESE THREE GUYS!

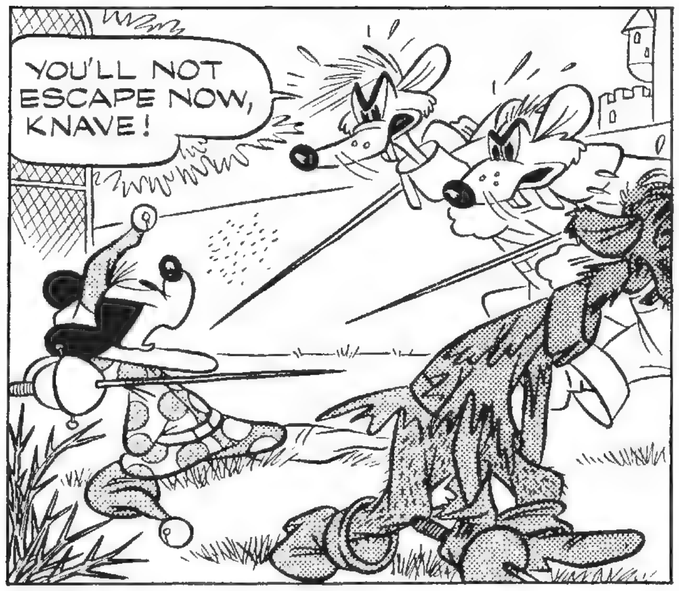


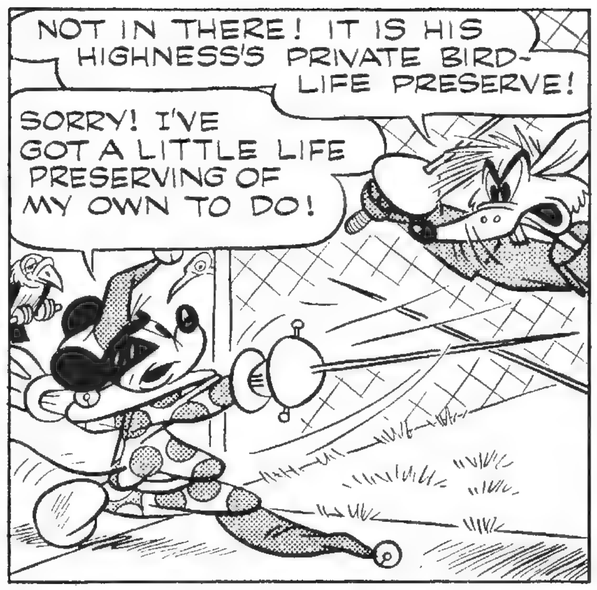

EEYOW!
WALT DISNEY
9-12

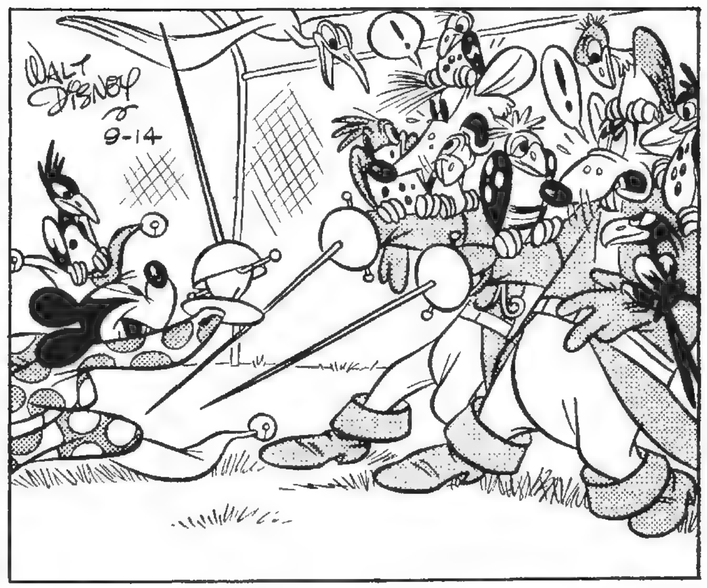
JUST A MOMENT, BOYS ... I'M STUCK! PLEASE, FELLAS!
NOW! RUN HIM THROUGH!

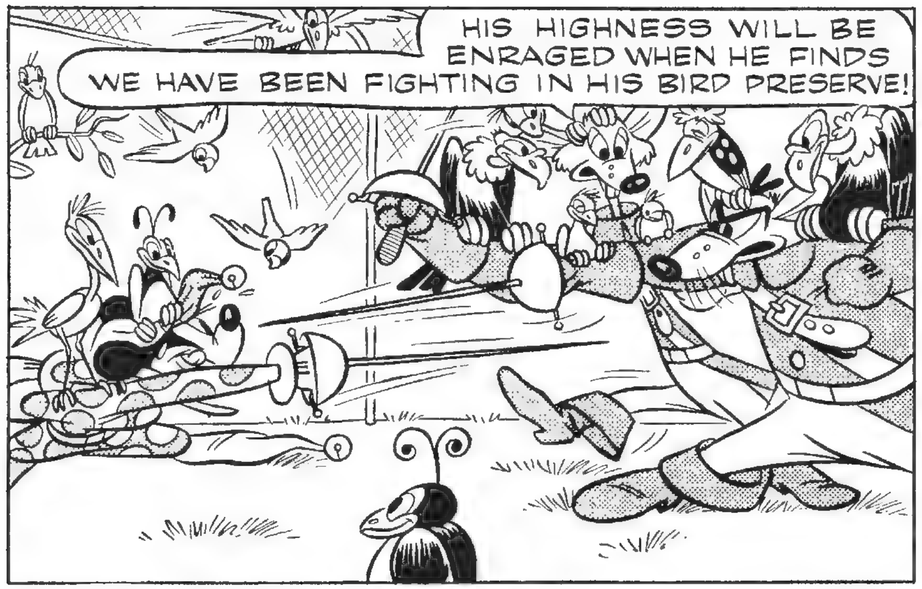
YOWRRR!


ZOUNDS! HE FIGHTS LIKE THE VERY DEMON!
9-13
WALT DISNEY


YOU'LL NOT ESCAPE NOW, KNAVE!

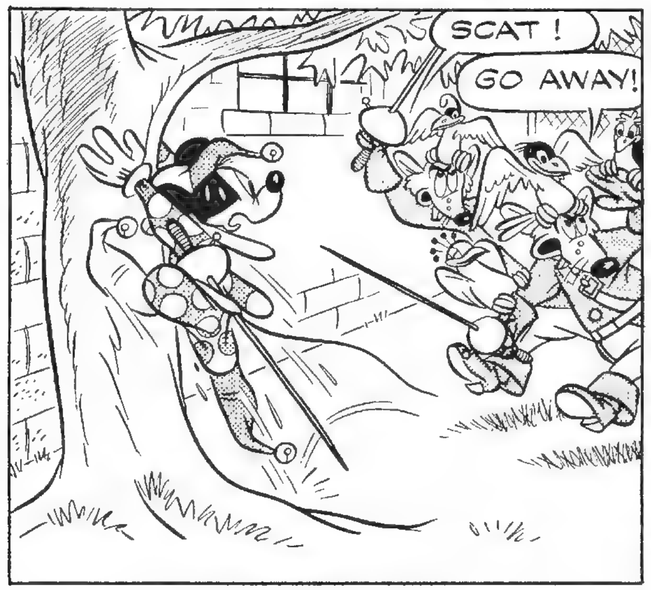

NOT IN THERE! IT IS HIS HIGHNESS'S PRIVATE BIRD-LIFE PRESERVE!
SORRY! I'VE GOT A LITTLE LIFE PRESERVING OF MY OWN TO DO!


WALT DISNEY
9-14


HIS HIGHNESS WILL BE ENRAGED WHEN HE FINDS WE HAVE BEEN FIGHTING IN HIS BIRD PRESERVE!

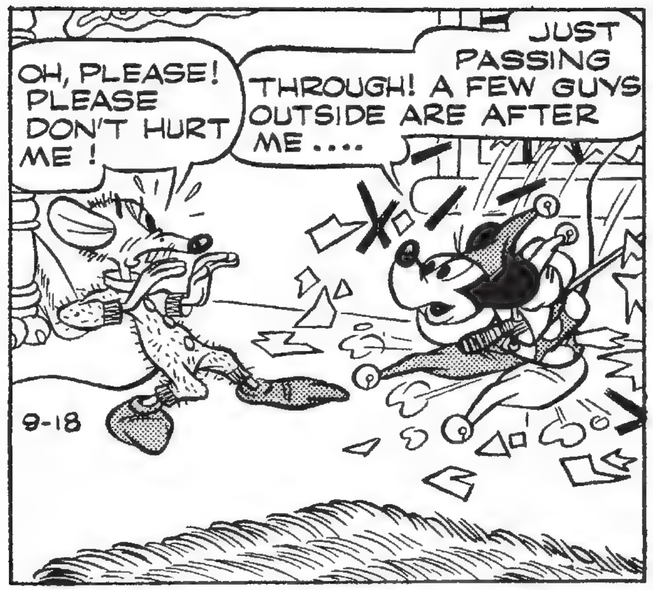
SCAT! BEAT IT!
COO! COO!

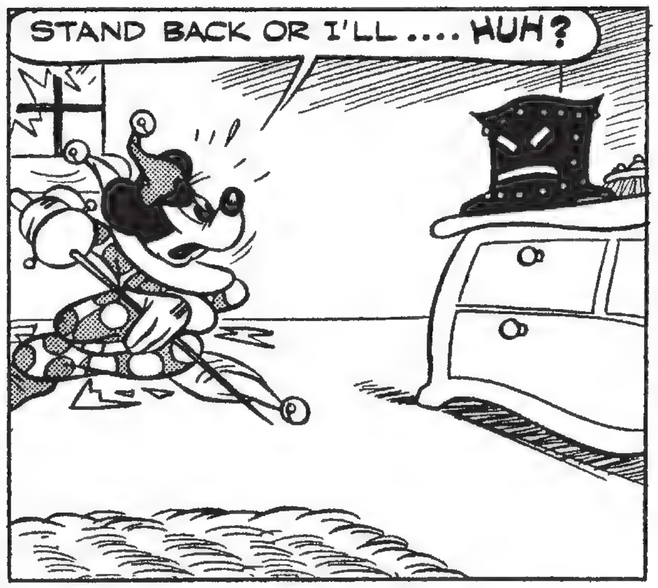
PLEASE! LEGGO THE SWORD! NICE DICKEY-BIRD!
WALT DISNEY
9-15

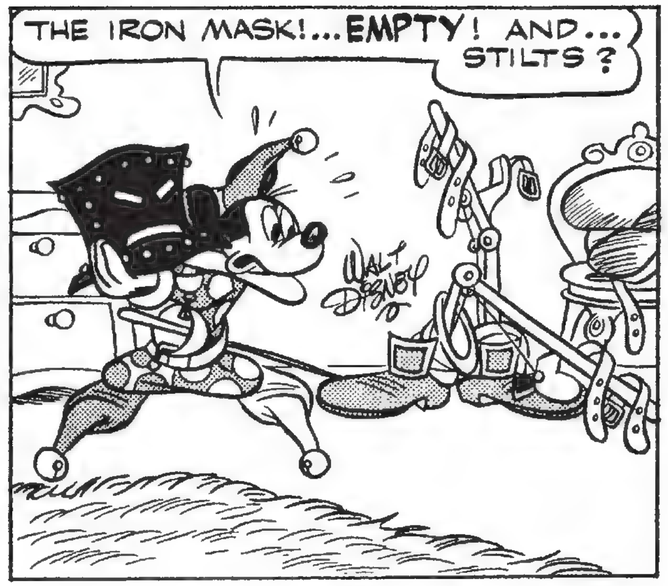

SCAT!
GO AWAY!

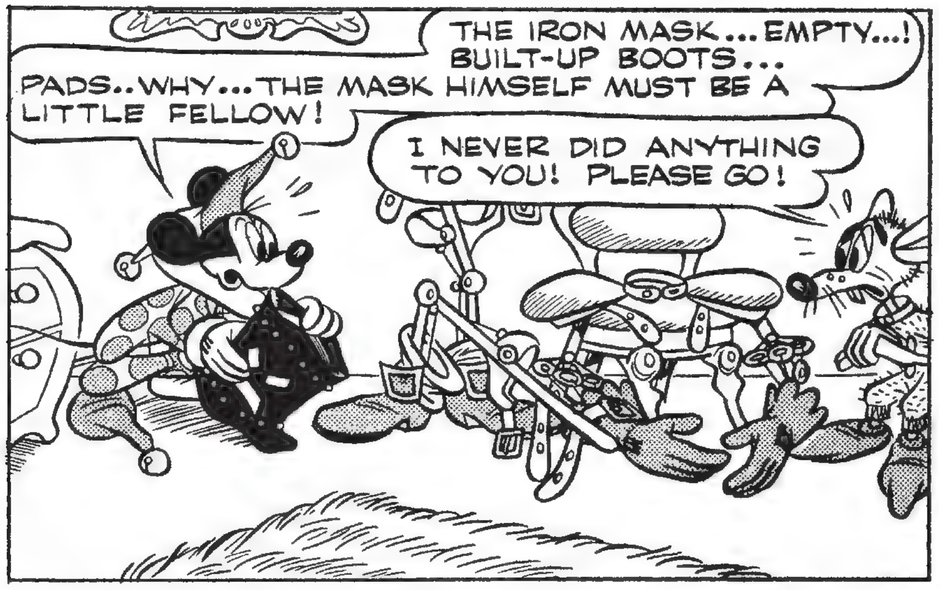
WELL..HERE GOES!

OH... MY GOODNESS!
WALT DISNEY
9-16


OH, PLEASE! PLEASE DON'T HURT ME!
JUST PASSING THROUGH! A FEW GUYS OUTSIDE ARE AFTER ME....
9-18

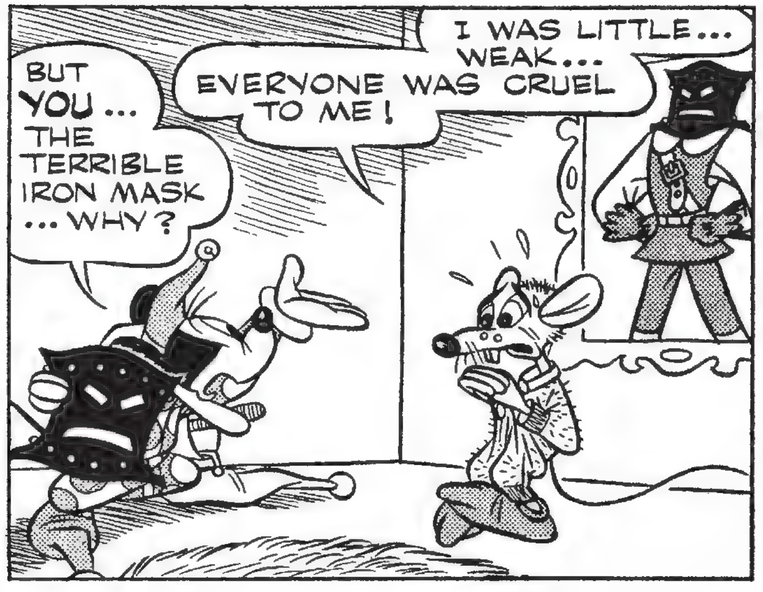

STAND BACK OR I'LL.... HUH?


THE IRON MASK!...EMPTY! AND... STILTS?
WALT DISNEY

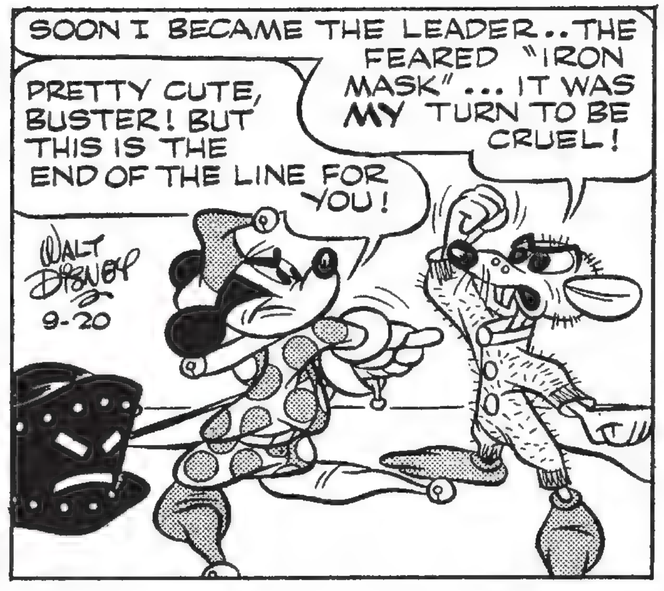

THE IRON MASK...EMPTY...! BUILT-UP BOOTS...
PADS..WHY...THE MASK HIMSELF MUST BE A LITTLE FELLOW!
I NEVER DID ANYTHING TO YOU! PLEASE GO!

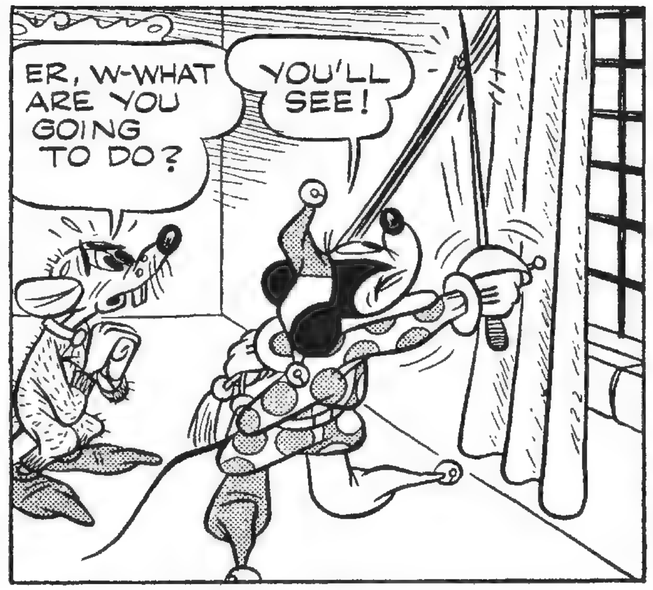
WAIT A MINUTE...!

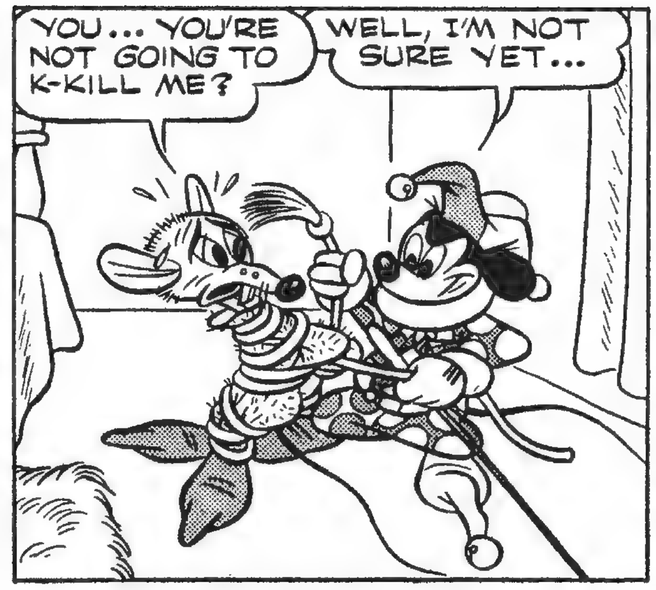
YOU! YOU ARE THE IRON MASK!
PLEASE... I.... I...
WALT DISNEY
9-19

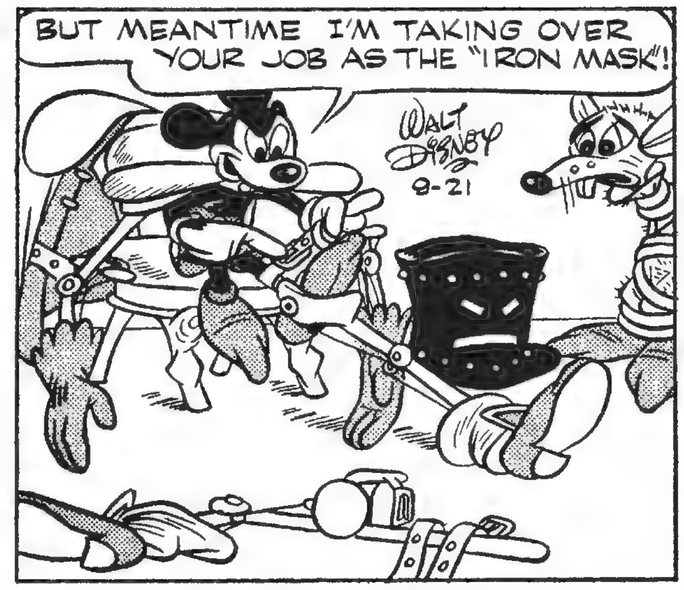

BUT YOU... THE TERRIBLE IRON MASK ...WHY?
I WAS LITTLE... WEAK... EVERYONE WAS CRUEL TO ME!

THEN I HAD THIS TERRIFYING COSTUME MADE... IT GAVE ME CONFIDENCE... STRENGTH..I COULD FOOL PEOPLE....


SOON I BECAME THE LEADER..THE FEARED "IRON MASK"... IT WAS MY TURN TO BE CRUEL!
PRETTY CUTE, BUSTER! BUT THIS IS THE END OF THE LINE FOR YOU!
WALT DISNEY
9-20


ER, W-WHAT ARE YOU GOING TO DO?
YOU'LL SEE!


YOU... YOU'RE NOT GOING TO K-KILL ME?
WELL, I'M NOT SURE YET...

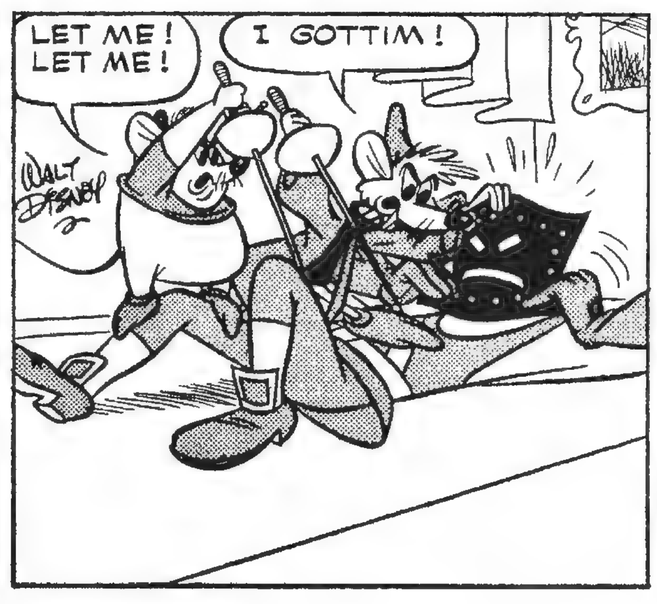

BUT MEANTIME I'M TAKING OVER YOUR JOB AS THE "IRON MASK"!
WALT DISNEY
8-21

I-I COMMAND YOU TO RELEASE ME!
YOUR COMMANDING DAYS ARE JUST ABOUT OVER, FRIEND!

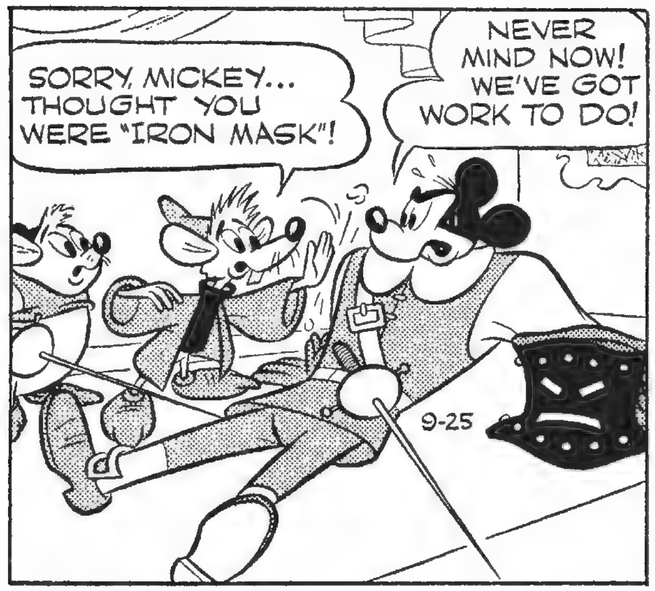
NOW... IF ONLY I CAN FIND JAQ AND GUS IN TIME...

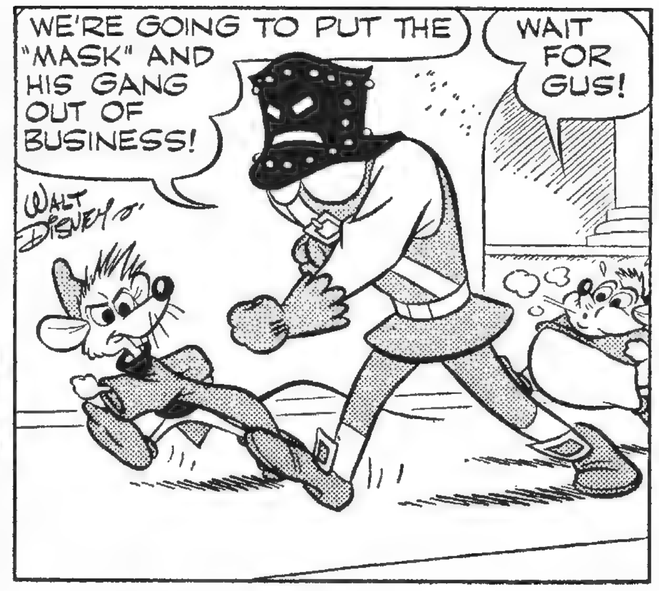
THE IRON MASK! WE GOTTIM!
STICKUM!
HEY... WAIT!
WALT DISNEY
8-22

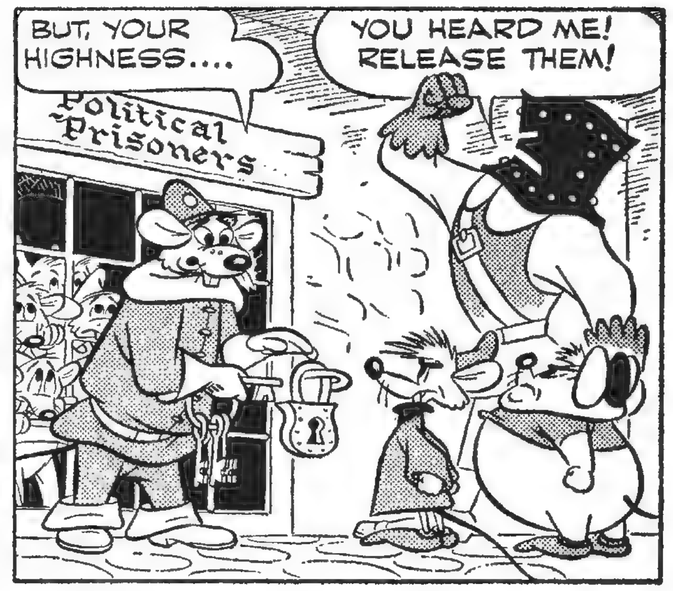
WAIT, FELLAS... DON'T!.. IT'S ME!
DON'T LISTEN, GUS... GETTIM!
MEAN OLD MASK!
8-23


LET ME! LET ME!
I GOTTIM!
WALT DISNEY

MICKEY! WHAT YOU DOING IN MASK?
TRYING TO STAY ALIVE... IF YOU DON'T MIND!


SORRY, MICKEY... THOUGHT YOU WERE "IRON MASK"!
NEVER MIND NOW! WE'VE GOT WORK TO DO!
9-25

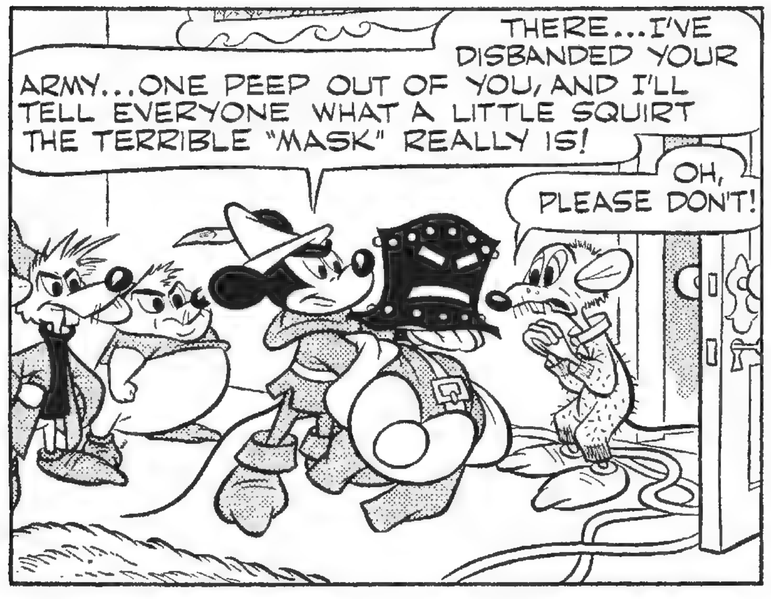

WE'RE GOING TO PUT THE "MASK" AND HIS GANG OUT OF BUSINESS!
WAIT FOR GUS!
WALT DISNEY

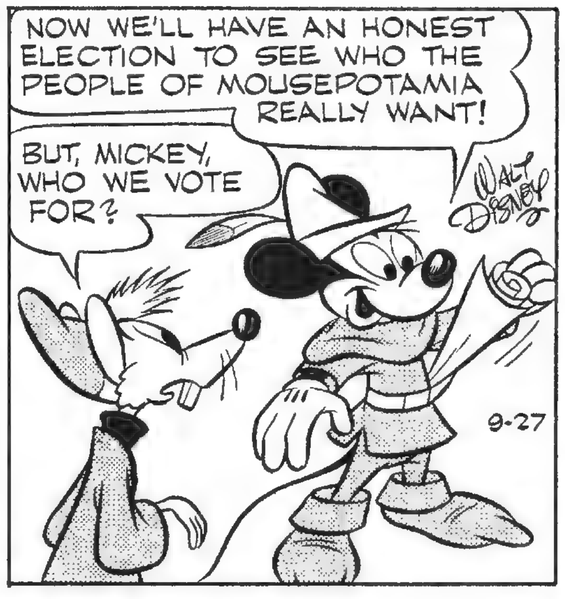

BUT, YOUR HIGHNESS....
YOU HEARD ME! RELEASE THEM!
Political Prisoners

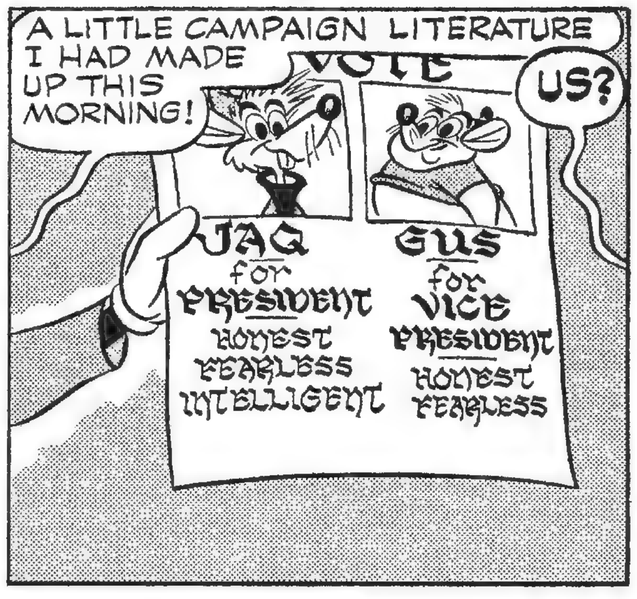
BUT, YOUR HIGHNESS... DISBAND THE ARMY?
AND THROW AWAY YOUR SWORDS! ANYONE FOUND WITH A WEAPON WILL BE EXECUTED!
HURRAH FOR MICK.... GURGHG!

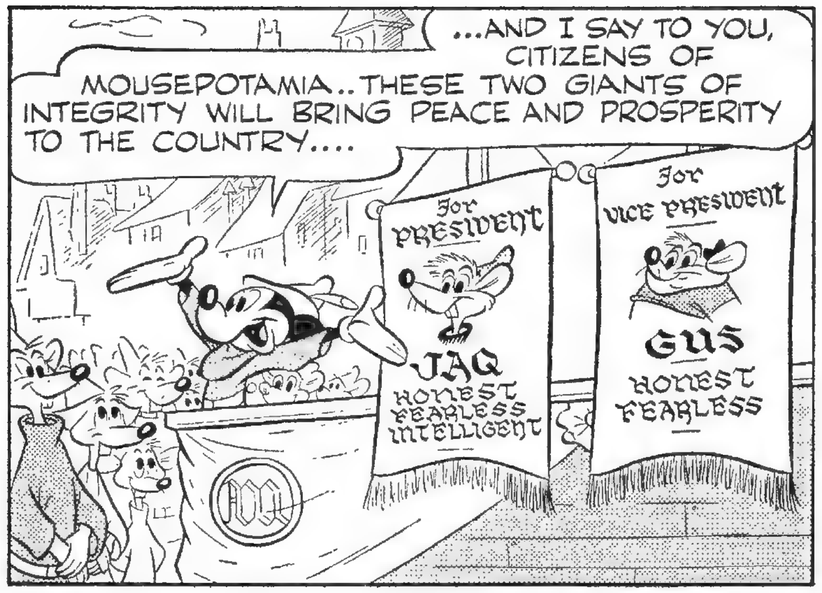
YOU MEAN... I'M NO LONGER YOUR PRIME MINISTER?
DON'T WORRY! WE'VE SAVED YOUR OLD JOB FOR YOU!
9/26

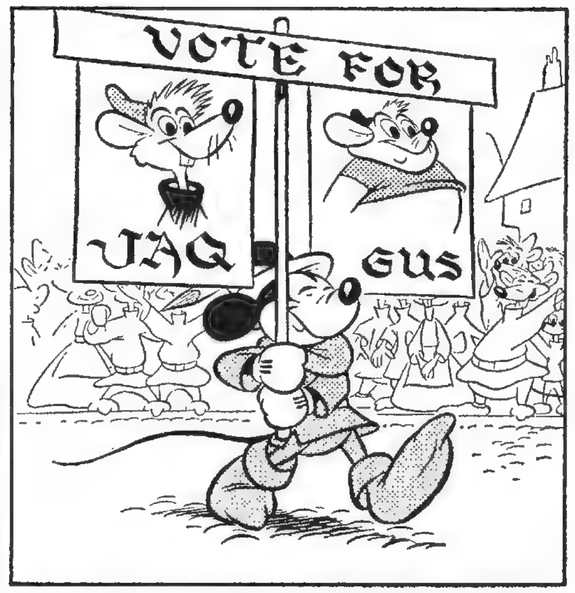
LATER.
BUT, YOUR HIGHNESS... WHAT WILL PEOPLE SAY?
A NICE MACKEREL, PLEASE... AND BE SURE IT'S FRESH!
WALT DISNEY
SALE ON SCROD
GASPORO former PRIME MINISTER
FRESH FISH


THERE...I'VE DISBANDED YOUR ARMY...ONE PEEP OUT OF YOU, AND I'LL TELL EVERYONE WHAT A LITTLE SQUIRT THE TERRIBLE "MASK" REALLY IS!
OH, PLEASE DON'T!

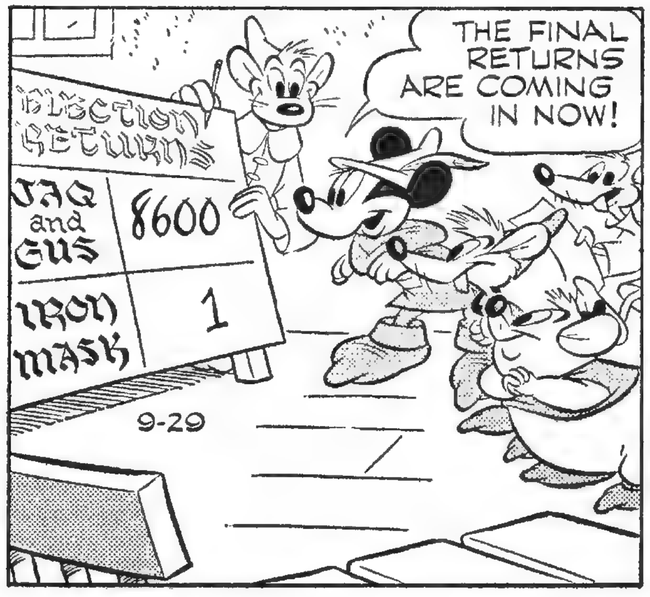

NOW WE'LL HAVE AN HONEST ELECTION TO SEE WHO THE PEOPLE OF MOUSEPOTAMIA REALLY WANT!
BUT, MICKEY, WHO WE VOTE FOR?
WALT DISNEY
9-27

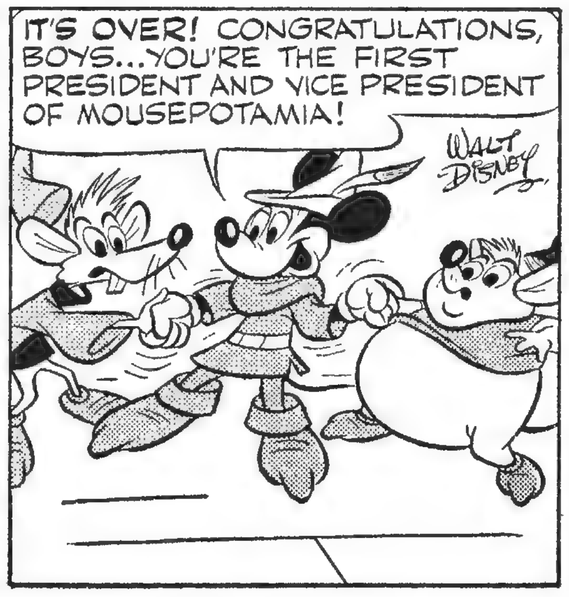

A LITTLE CAMPAIGN LITERATURE I HAD MADE UP THIS MORNING!
VOTE
US?
JAQ for PRESIDENT
HONEST FEARLESS INTELLIGENT
GUS for VICE PRESIDENT
HONEST FEARLESS

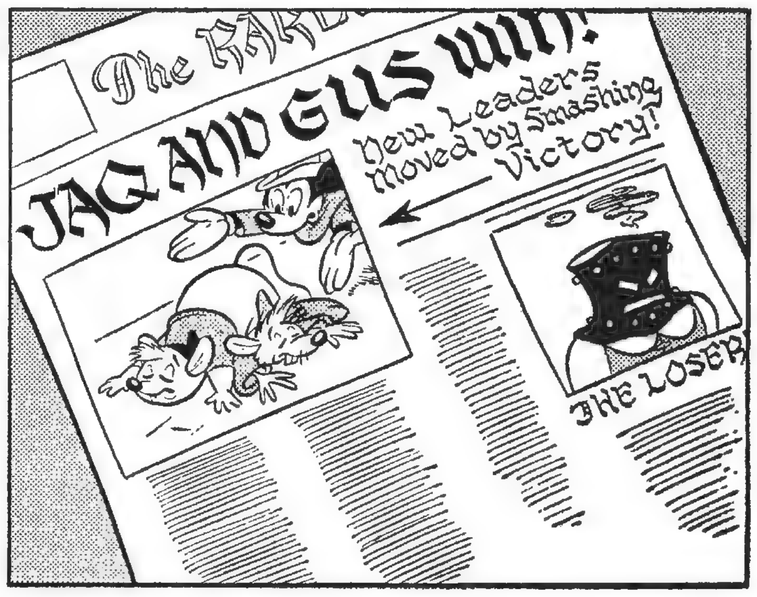

...AND I SAY TO YOU, CITIZENS OF MOUSEPOTAMIA..THESE TWO GIANTS OF INTEGRITY WILL BRING PEACE AND PROSPERITY TO THE COUNTRY....
For PRESIDENT
JAQ
HONEST FEARLESS INTELLIGENT
For VICE PRESIDENT
GUS
HONEST FEARLESS

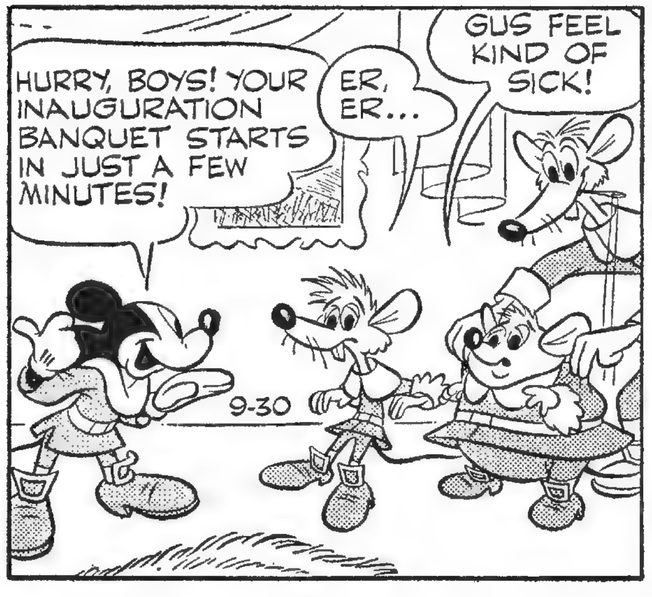

VOTE FOR
JAQ
GUS

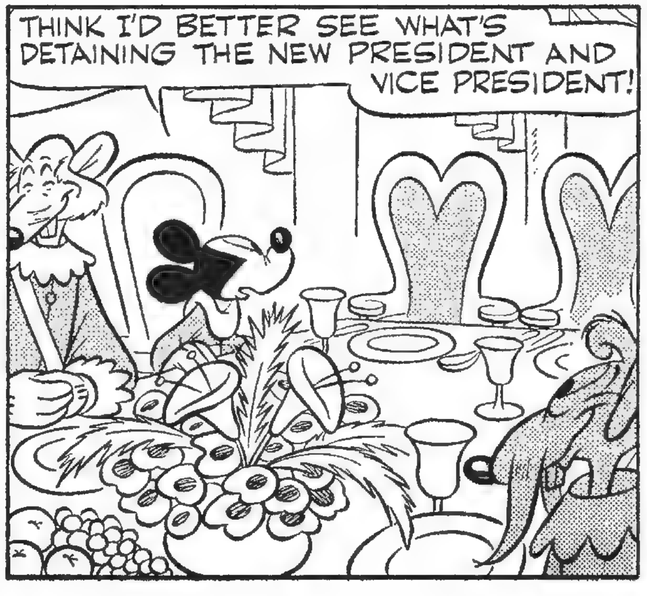
WALT DISNEY
9-28
For PRESIDENT and VICE PRESIDENT
The "IRON MASK"
An Experienced LEADER
Partly HONEST

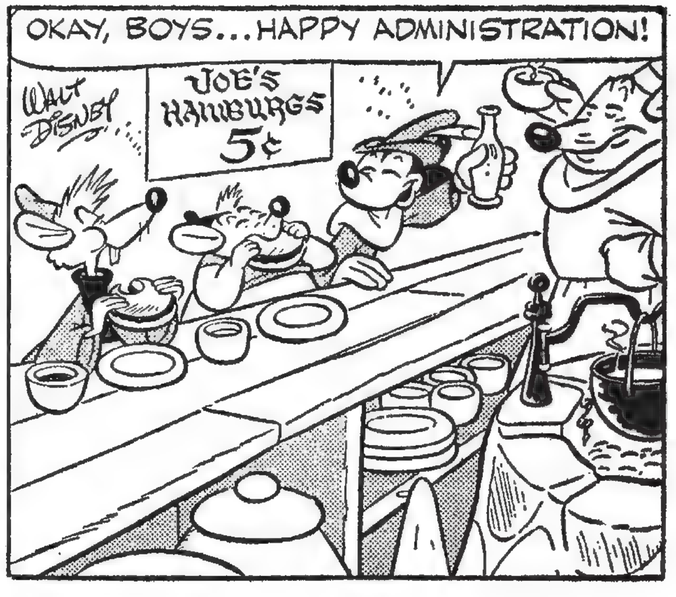

THE FINAL RETURNS ARE COMING IN NOW!
ELECTION RETURNS
JAQ and GUS 8600
IRON MASK 1
9-29

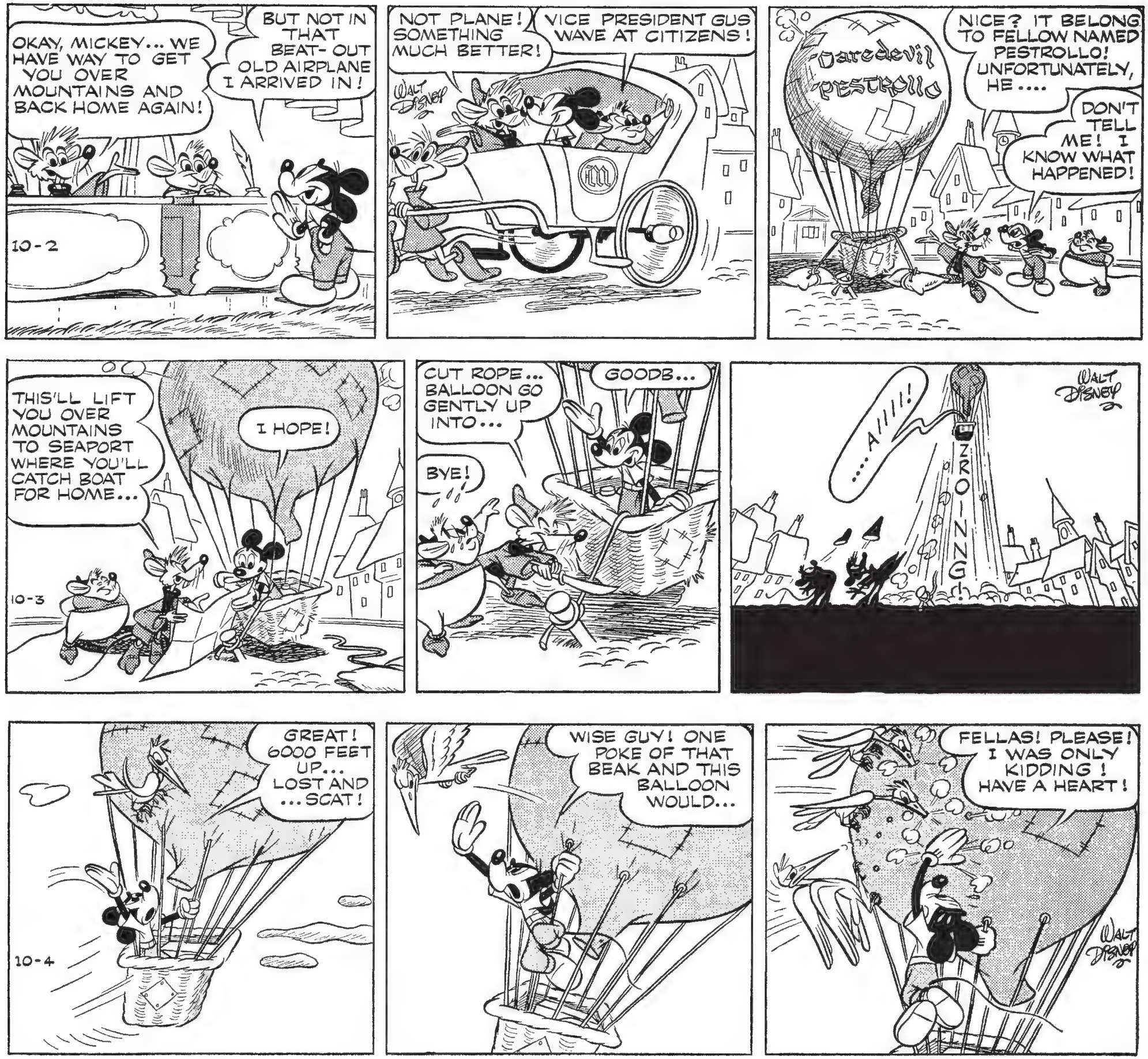

IT'S OVER! CONGRATULATIONS, BOYS...YOU'RE THE FIRST PRESIDENT AND VICE PRESIDENT OF MOUSEPOTAMIA!
WALT DISNEY

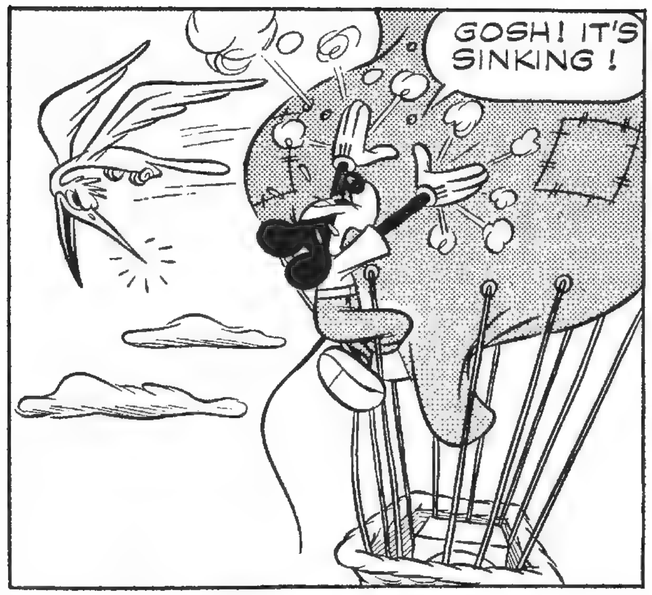

JAQ AND GUS WIN!
New Leaders Moved by Smashing Victory!
THE LOSER

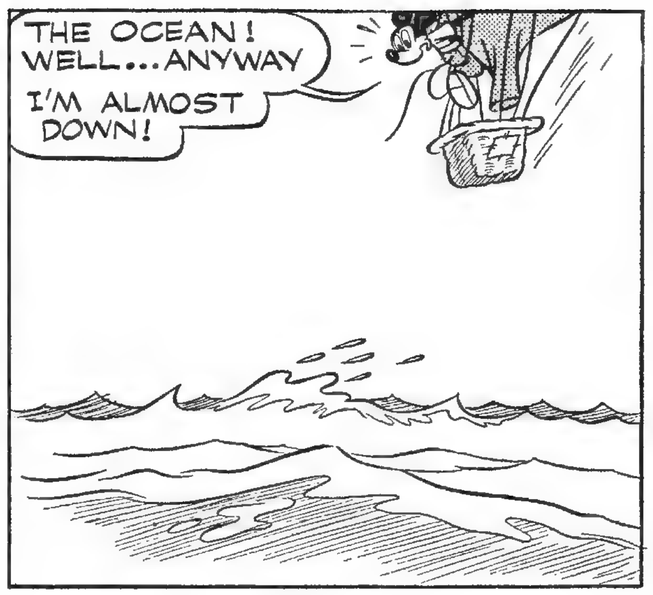

HURRY, BOYS! YOUR INAUGURATION BANQUET STARTS IN JUST A FEW MINUTES!
ER, ER...
GUS FEEL KIND OF SICK!
9-30

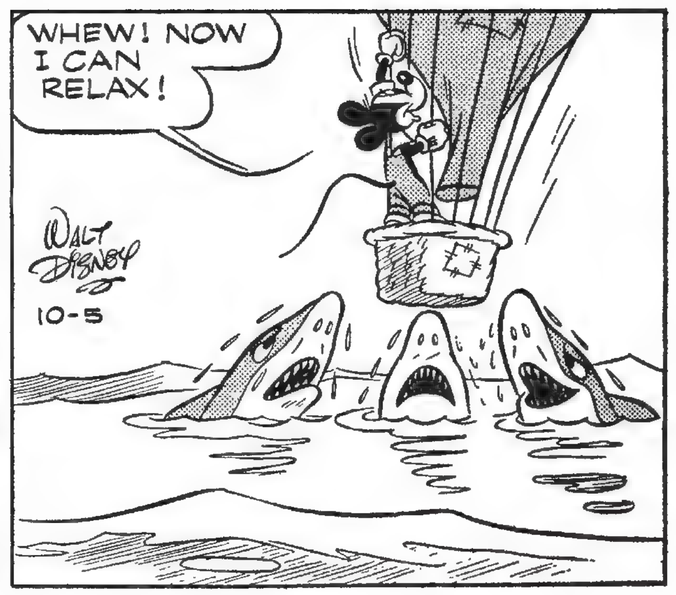

THINK I'D BETTER SEE WHAT'S DETAINING THE NEW PRESIDENT AND VICE PRESIDENT!

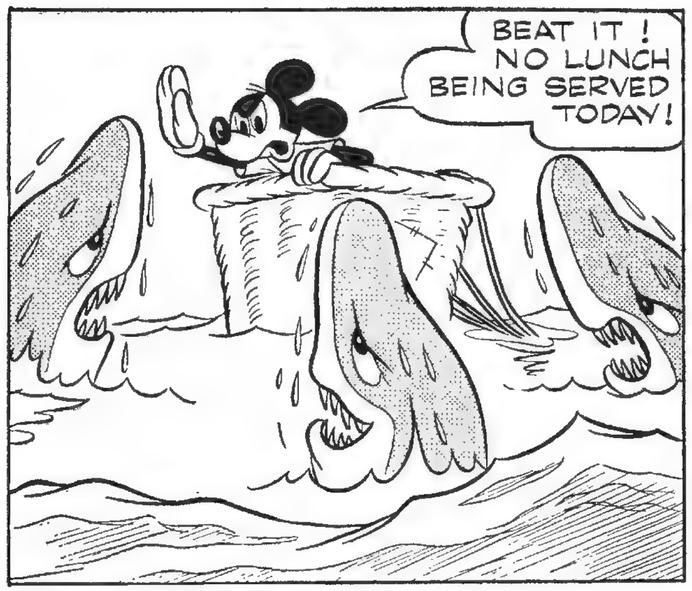

OKAY, BOYS...HAPPY ADMINISTRATION!
WALT DISNEY
JOE'S HAMBURGS 5¢


OKAY, MICKEY... WE HAVE WAY TO GET YOU OVER MOUNTAINS AND BACK HOME AGAIN!
BUT NOT IN THAT BEAT-OUT OLD AIRPLANE I ARRIVED IN!
10-2
NOT PLANE! SOMETHING MUCH BETTER!
VICE PRESIDENT GUS WAVE AT CITIZENS!
WALT DISNEY
Daredevil PESTROLLO
NICE? IT BELONG TO FELLOW NAMED PESTROLLO! UNFORTUNATELY, HE....
DON'T TELL ME! I KNOW WHAT HAPPENED!
THIS'LL LIFT YOU OVER MOUNTAINS TO SEAPORT WHERE YOU'LL CATCH BOAT FOR HOME...
I HOPE!
10-3
CUT ROPE... BALLOON GO GENTLY UP INTO...
GOODB...
BYE!
....A!!!!!
ZRO-INNG!
WALT DISNEY
GREAT! 6000 FEET UP... LOST AND ...SCAT!
10-4
WISE GUY! ONE POKE OF THAT BEAK AND THIS BALLOON WOULD...
FELLAS! PLEASE! I WAS ONLY KIDDING! HAVE A HEART!
WALT DISNEY

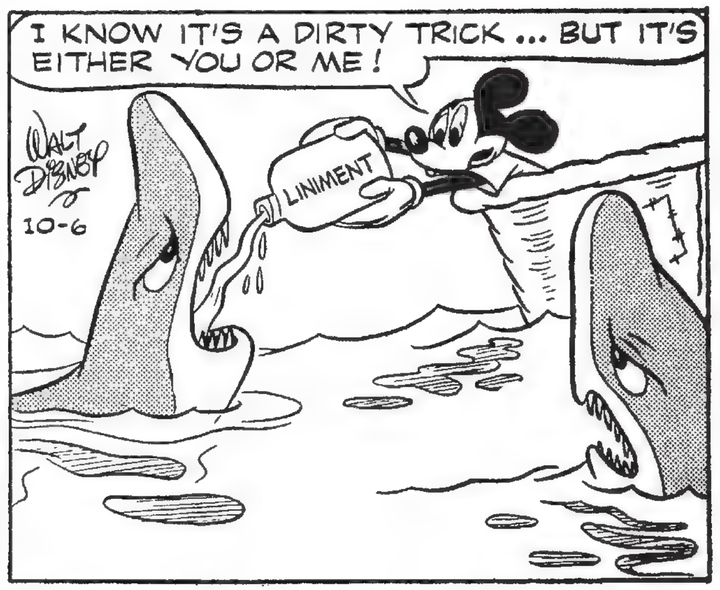

GOSH! IT'S SINKING!

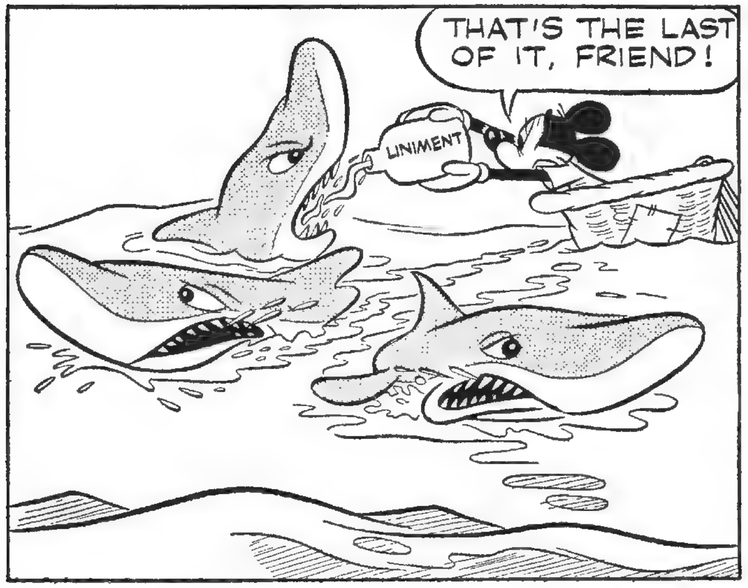

THE OCEAN! WELL...ANYWAY I'M ALMOST DOWN!


WHEW! NOW I CAN RELAX!
WALT DISNEY
10-5


BEAT IT! NO LUNCH BEING SERVED TODAY!

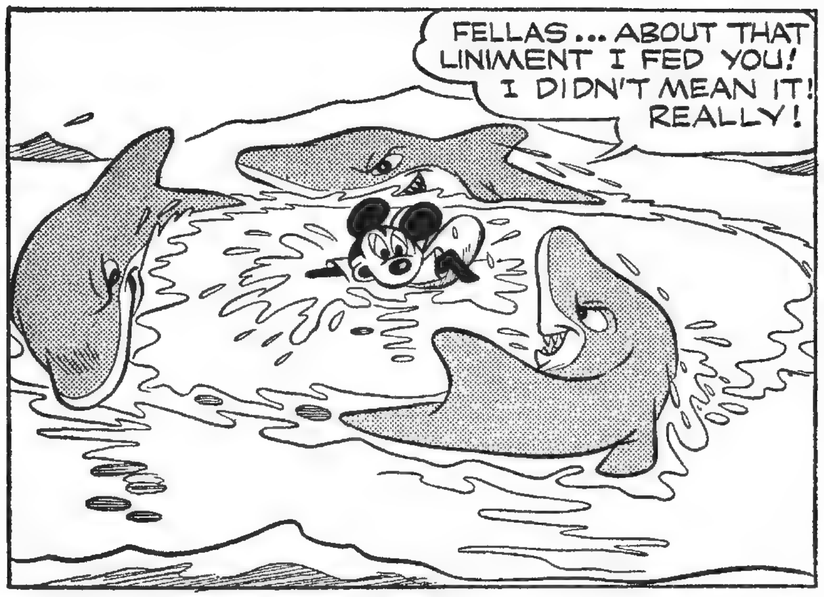
MMM...!
EMERGENCY RATIONS
FIRST AID
MEDICAL SUPPLIES


I KNOW IT'S A DIRTY TRICK... BUT IT'S EITHER YOU OR ME!
WALT DISNEY
10-6
LINIMENT

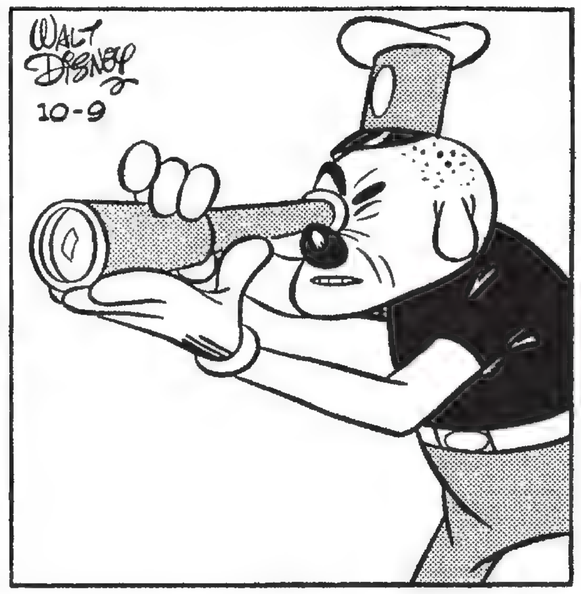

THAT'S THE LAST OF IT, FRIEND!
LINIMENT

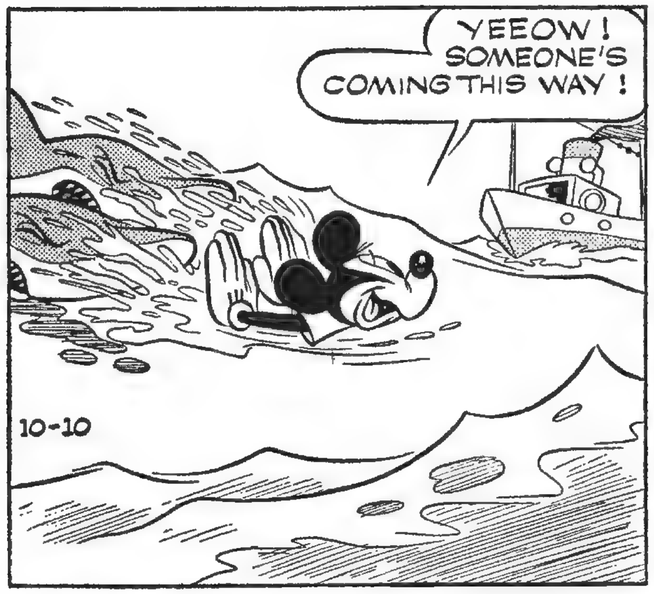
MUST BE A LEAK!
10-7

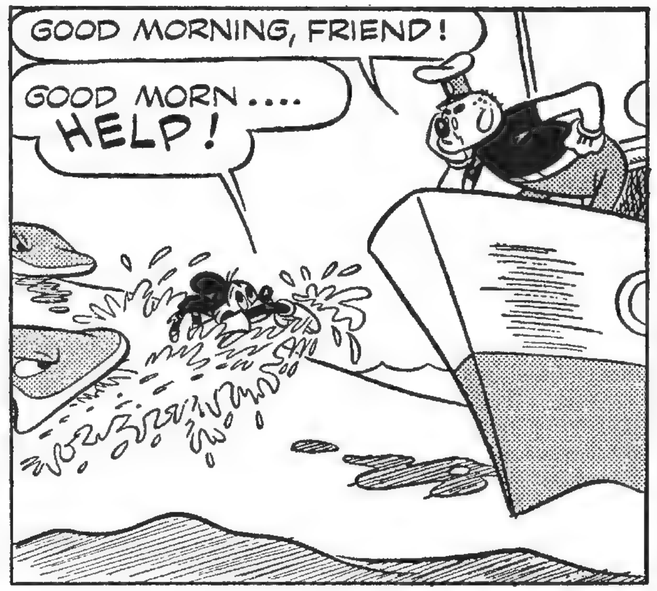
SOMETHING TELLS ME I BETTER NOT BE AROUND HERE WHEN THOSE SHARKS COME BACK!
WALT DISNEY
LITTLE DAISY WATER WINGS

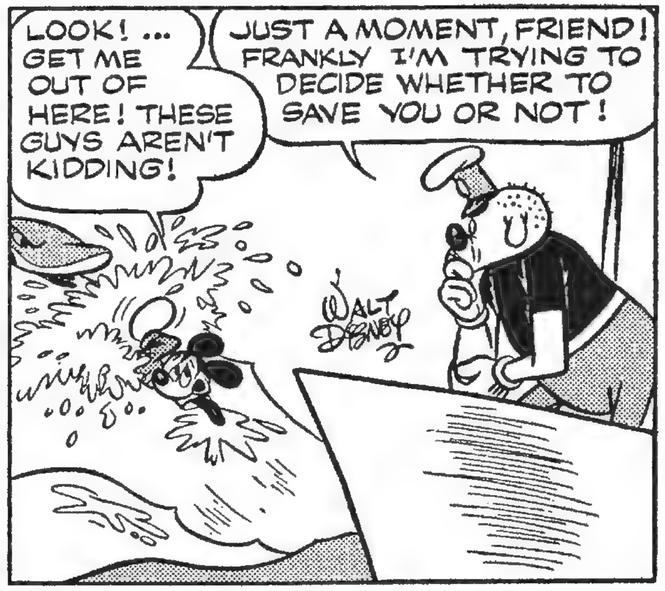

FELLAS ... ABOUT THAT LINIMENT I FED YOU! I DIDN'T MEAN IT! REALLY!

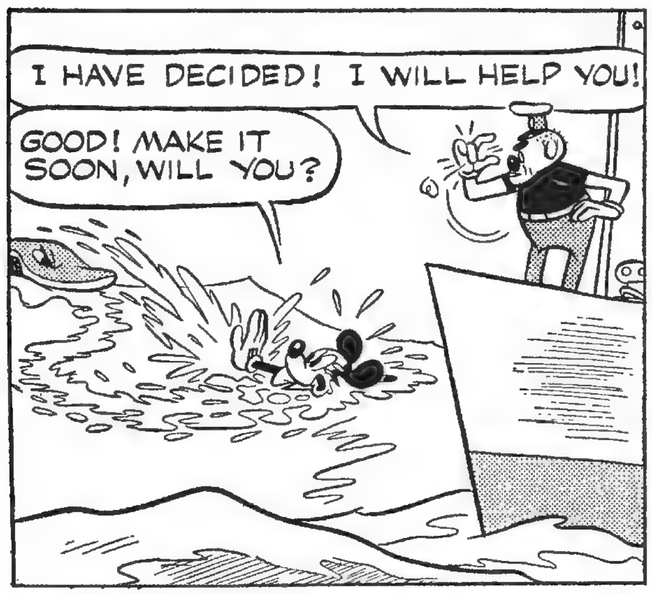
THERE'S PROBABLY A WAY OUT OF THIS ... BUT I CAN'T THINK OF IT!

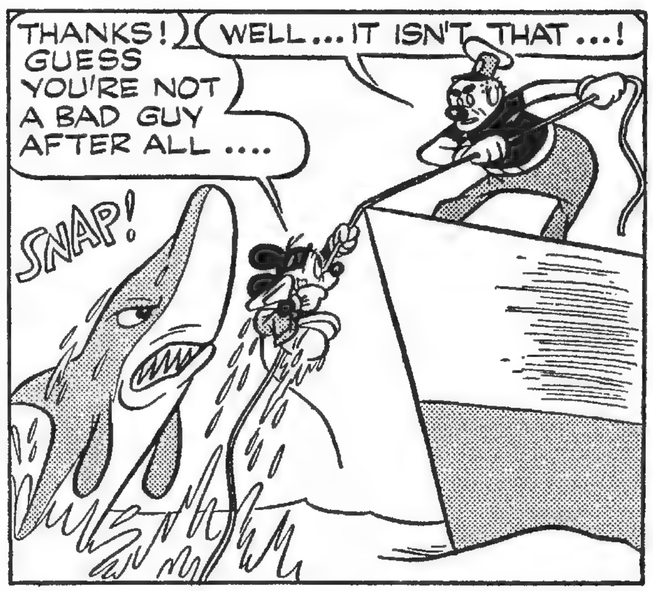

WALT DISNEY
10-9

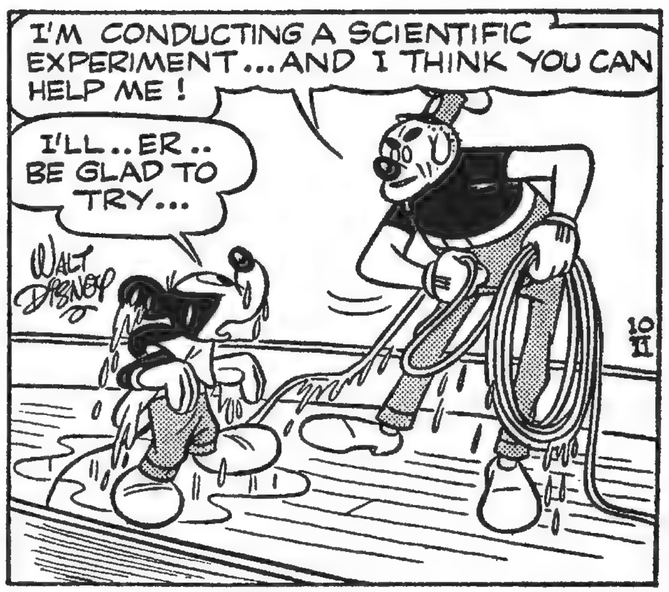

YEEOW! SOMEONE'S COMING THIS WAY!
10-10

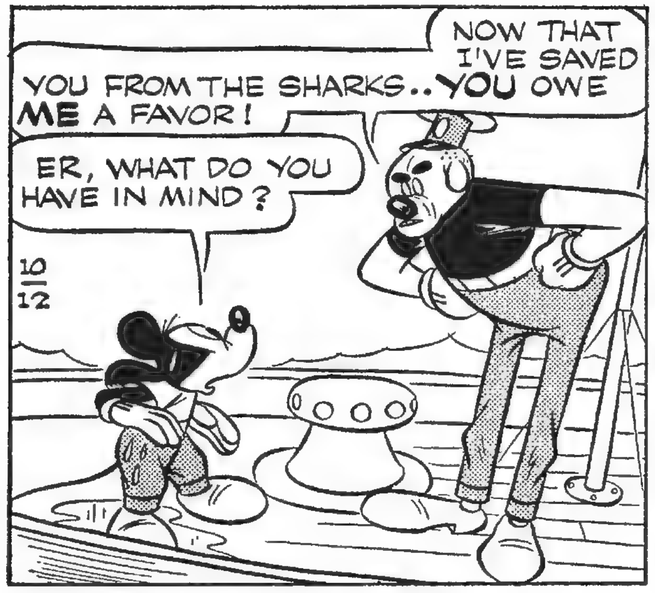

GOOD MORNING, FRIEND!
GOOD MORN ....
HELP!


LOOK! ... GET ME OUT OF HERE! THESE GUYS AREN'T KIDDING!
JUST A MOMENT, FRIEND! FRANKLY I'M TRYING TO DECIDE WHETHER TO SAVE YOU OR NOT!
WALT DISNEY


I HAVE DECIDED! I WILL HELP YOU!
GOOD! MAKE IT SOON, WILL YOU?


THANKS! GUESS YOU'RE NOT A BAD GUY AFTER ALL ....
WELL ... IT ISN'T THAT ...!
SNAP!


I'M CONDUCTING A SCIENTIFIC EXPERIMENT ... AND I THINK YOU CAN HELP ME!
I'LL .. ER .. BE GLAD TO TRY...
WALT DISNEY
10 11


NOW THAT I'VE SAVED YOU FROM THE SHARKS.. YOU OWE ME A FAVOR!
ER, WHAT DO YOU HAVE IN MIND?
10/12

I NEED A HUMAN BEING FOR MY EXPERIMENT ... YOU SEE MY LAST ASSISTANT MET WITH AN UNFORTUNATE ACCIDENT!
REALLY?

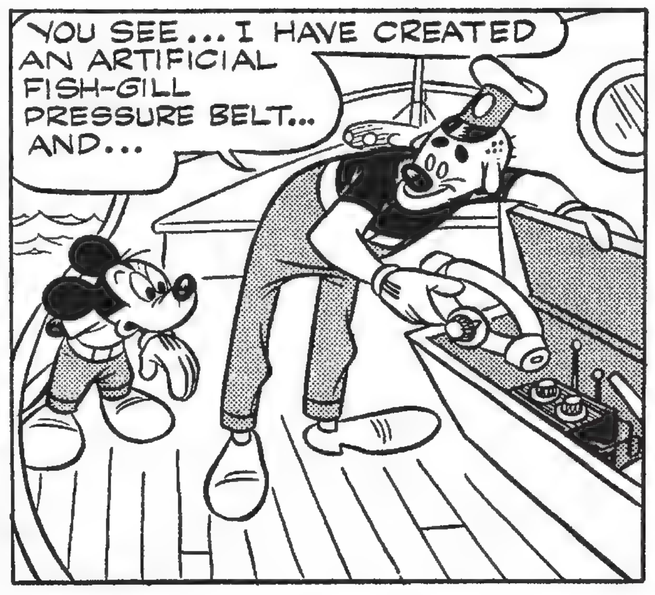
THANKS! IT'S BEEN A LOVELY VISIT... BUT I THINK I'LL GO BACK TO THE SHARKS!
WALT DISNEY

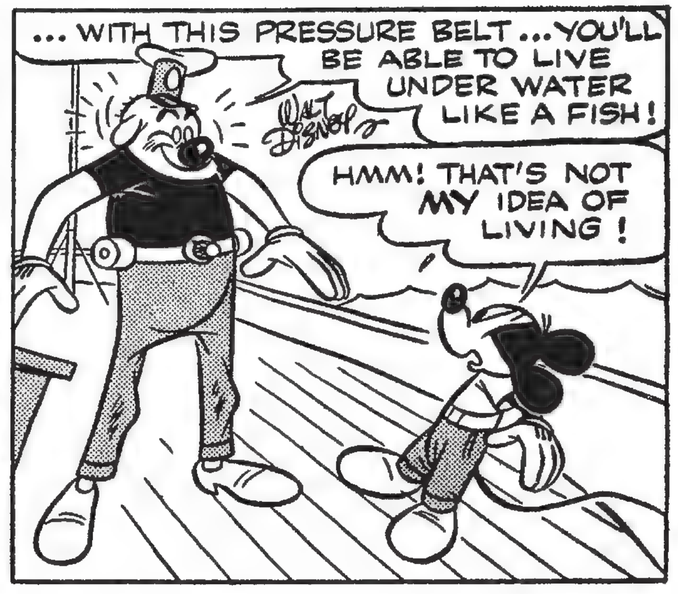
DON'T GO! I HAVE WONDERFUL PLANS FOR YOUR FUTURE!
ME?
10-13

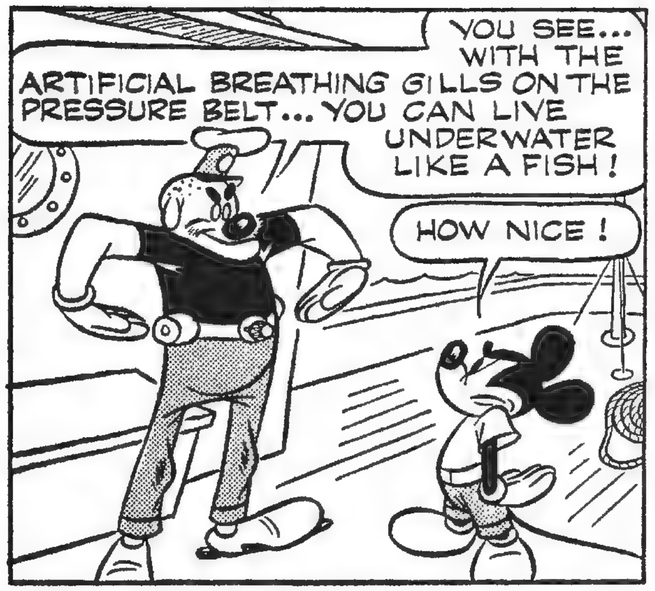
YES... YOU SEE... I'M GOING TO TURN YOU INTO A FISH!
WALT DISNEY

I HOPE YOU DON'T THINK I'M ECCENTRIC!
CERTAINLY NOT! WHATEVER GAVE YOU THAT IDEA?

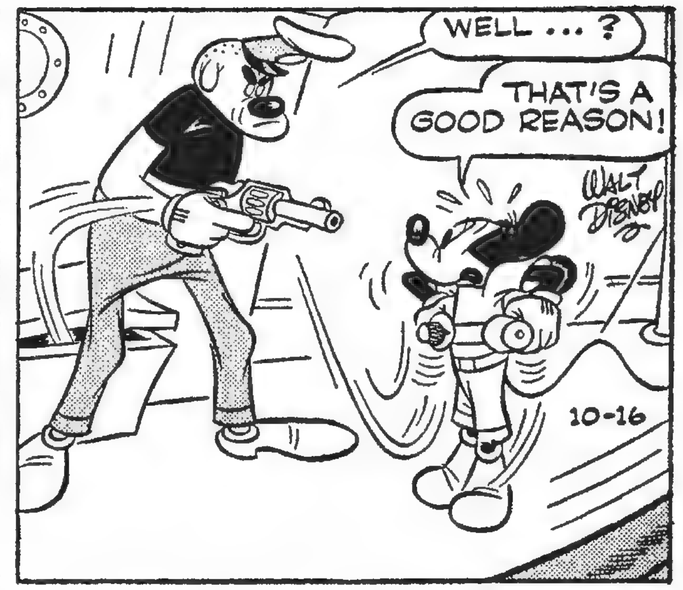
OF COURSE .. WHEN I SAID I WAS GOING TO TURN YOU INTO A FISH.. I DIDN'T MEAN THAT EXACTLY!
I HOPE NOT!
10-14

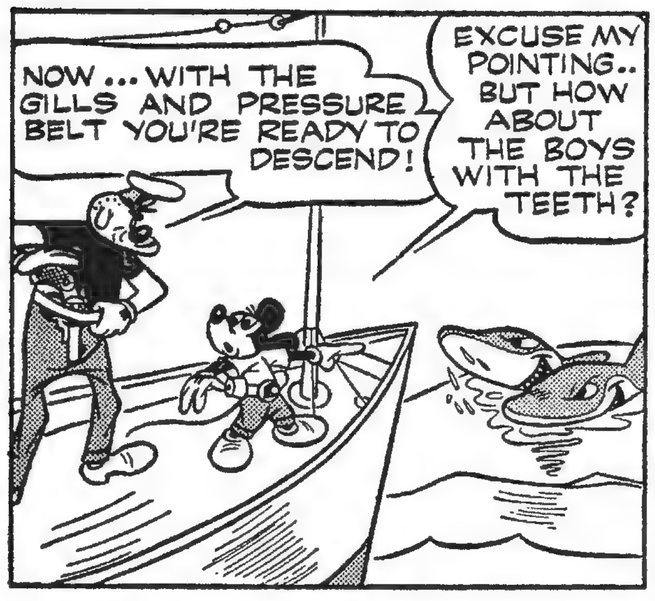

YOU SEE... I HAVE CREATED AN ARTIFICIAL FISH-GILL PRESSURE BELT... AND...

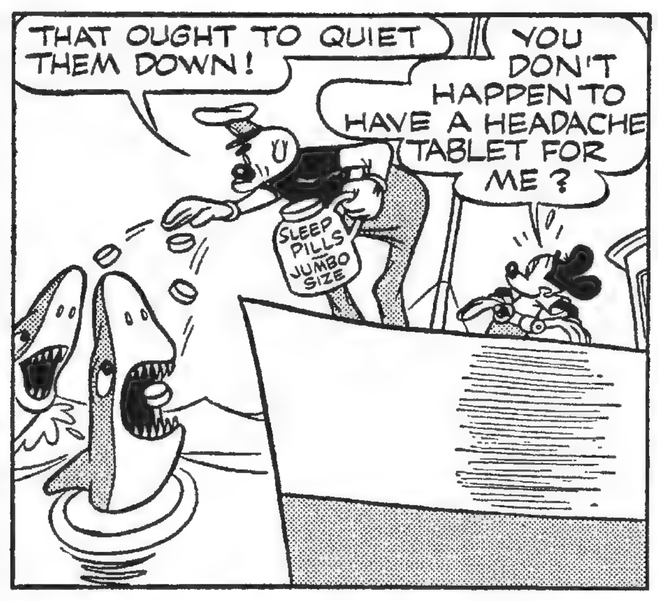

... WITH THIS PRESSURE BELT... YOU'LL BE ABLE TO LIVE UNDER WATER LIKE A FISH!
HMM! THAT'S NOT MY IDEA OF LIVING!


YOU SEE... WITH THE ARTIFICIAL BREATHING GILLS ON THE PRESSURE BELT... YOU CAN LIVE UNDERWATER LIKE A FISH!
HOW NICE!

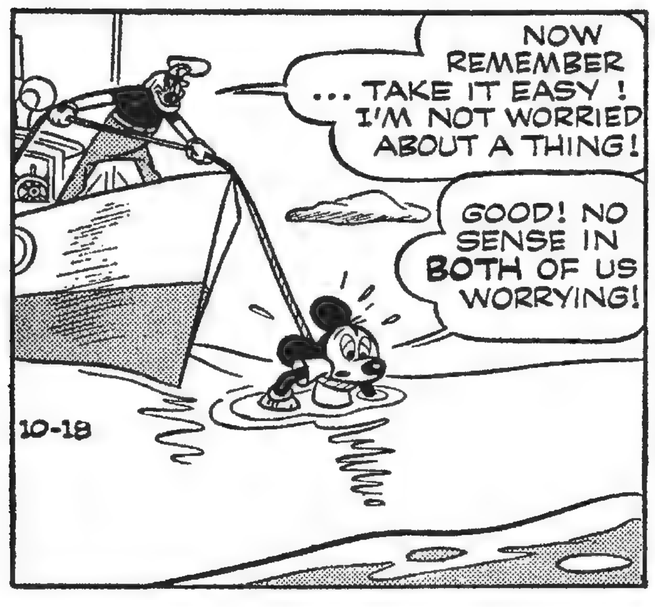
NOW IF YOU'LL PUT THIS ON... WE'LL GO AHEAD WITH THE EXPERIMENT!
GIVE ME ONE GOOD REASON WHY I SHOULD DO THIS!

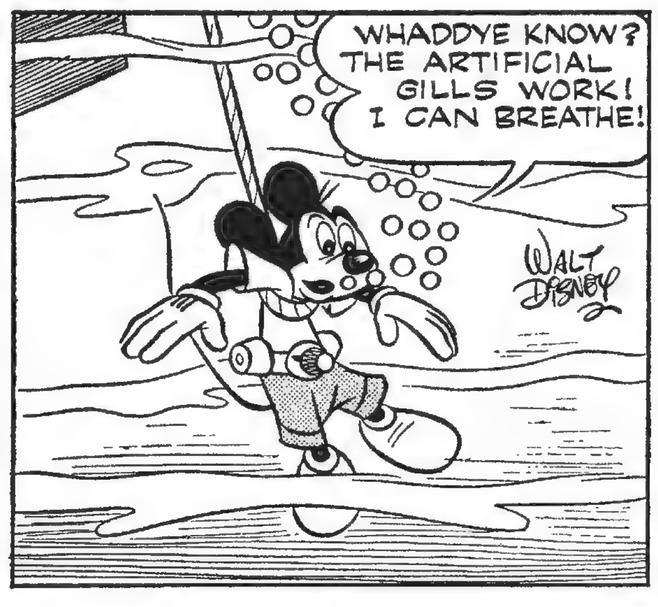

WELL ...?
THAT'S A GOOD REASON!
WALT DISNEY
10-16

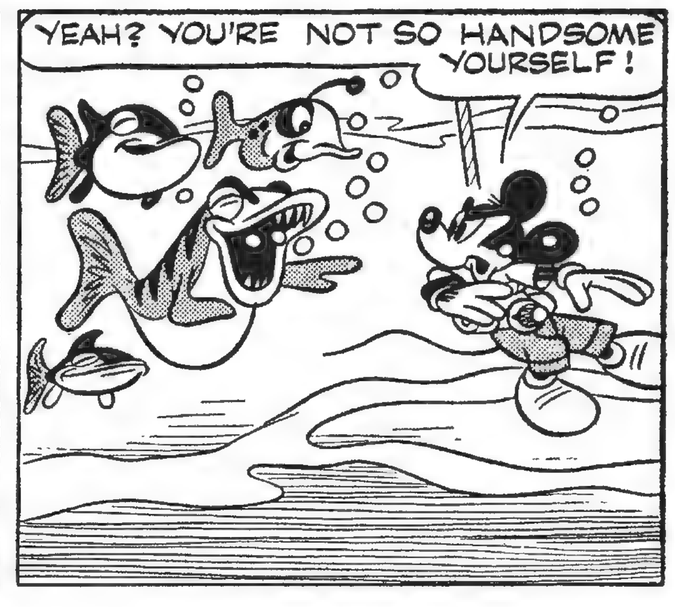

NOW ... WITH THE GILLS AND PRESSURE BELT YOU'RE READY TO DESCEND!
EXCUSE MY POINTING.. BUT HOW ABOUT THE BOYS WITH THE TEETH?

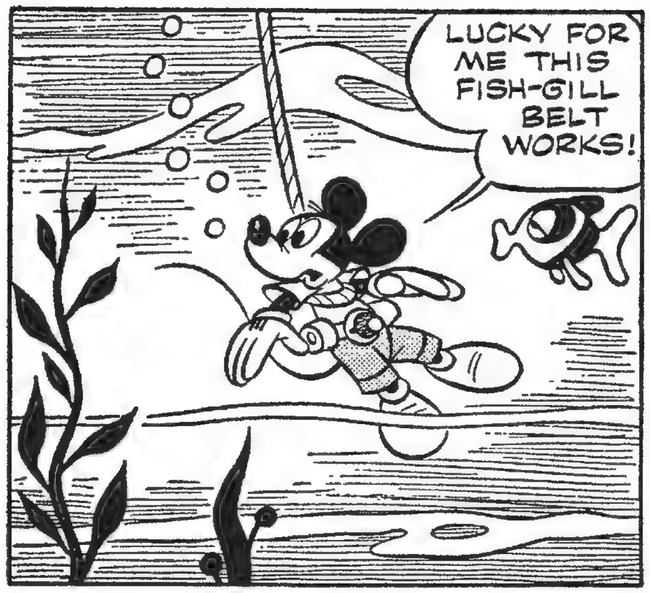

THAT OUGHT TO QUIET THEM DOWN!
YOU DON'T HAPPEN TO HAVE A HEADACHE TABLET FOR ME?
SLEEP PILLS JUMBO SIZE

ALL READY! LET'S GO!
OKAY! BUT MY INSURANCE COMPANY ISN'T GOING TO LIKE THIS!
WALT DISNEY
10-17
ZZZ!
ZZZ!

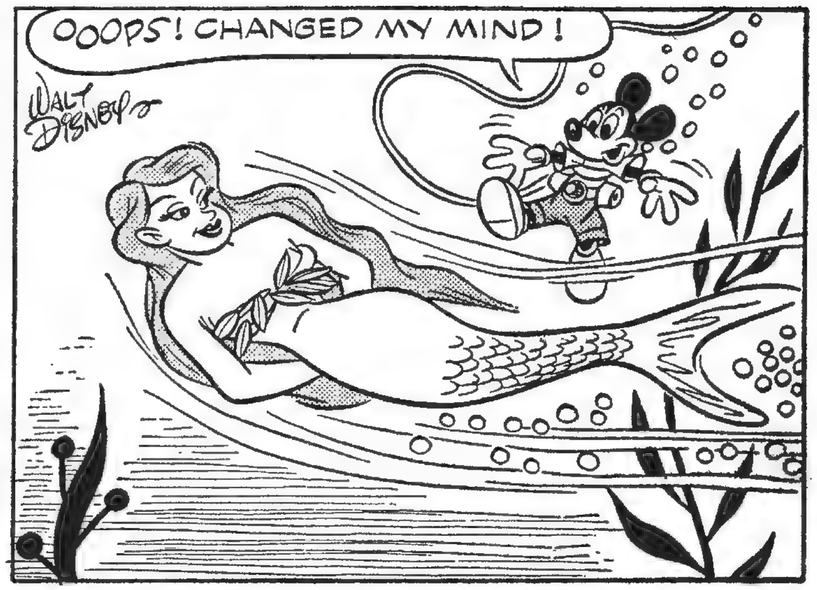

NOW REMEMBER ... TAKE IT EASY! I'M NOT WORRIED ABOUT A THING!
GOOD! NO SENSE IN BOTH OF US WORRYING!
10-18

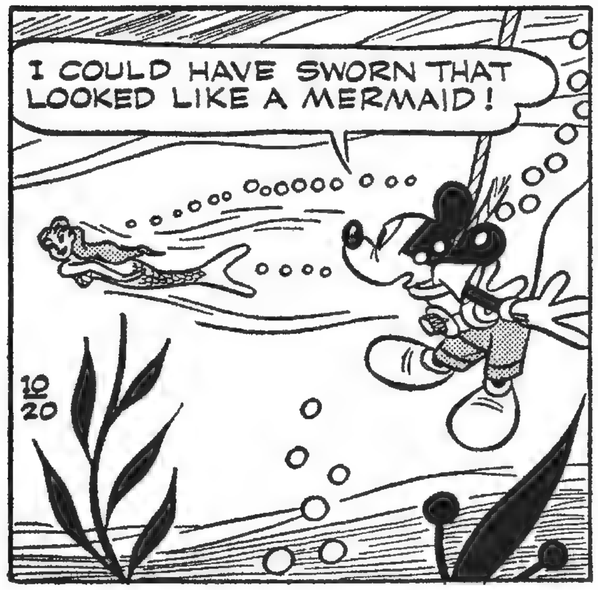

WHADDYE KNOW? THE ARTIFICIAL GILLS WORK! I CAN BREATHE!
WALT DISNEY


YEAH? YOU'RE NOT SO HANDSOME YOURSELF!


LUCKY FOR ME THIS FISH-GILL BELT WORKS!

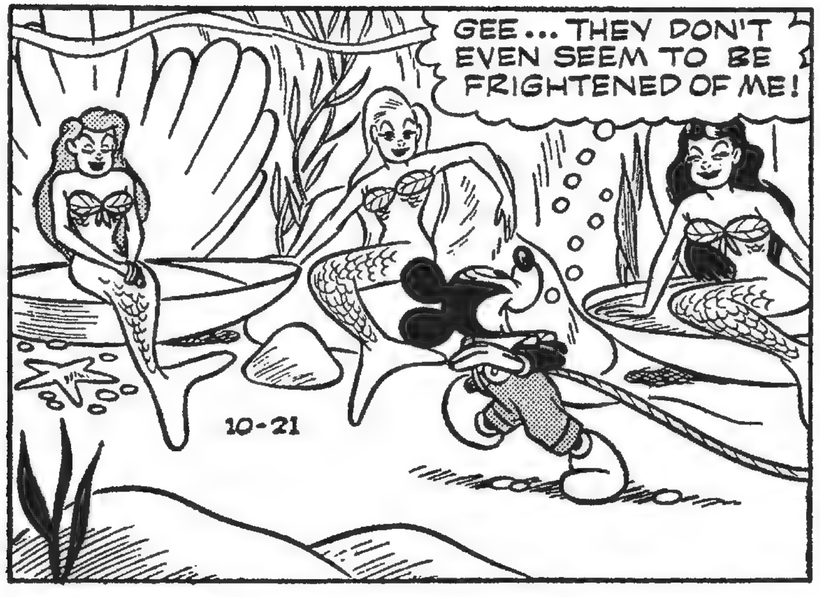
WELL IT'S VERY NICE DOWN HERE... BUT I THINK I'VE HAD ENOUGH!
10-19


OOOPS! CHANGED MY MIND!
WALT DISNEY


I COULD HAVE SWORN THAT LOOKED LIKE A MERMAID!
10 20

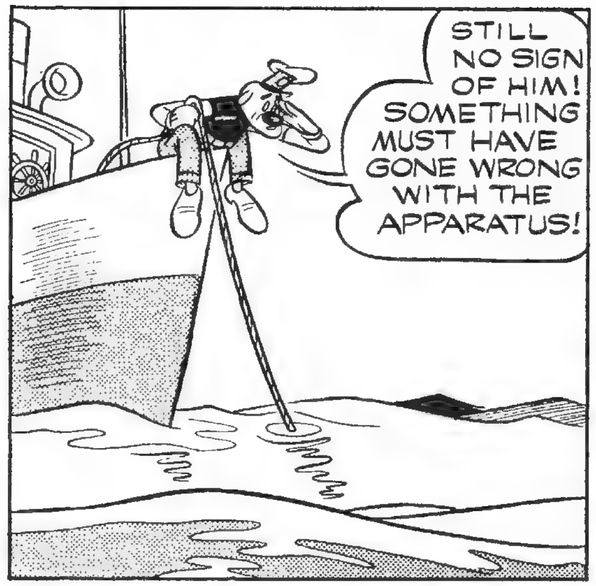
NOT THAT I BELIEVE IN MERMAIDS... BUT...

WALT DISNEY
GOSH! I HIT THE JACKPOT!

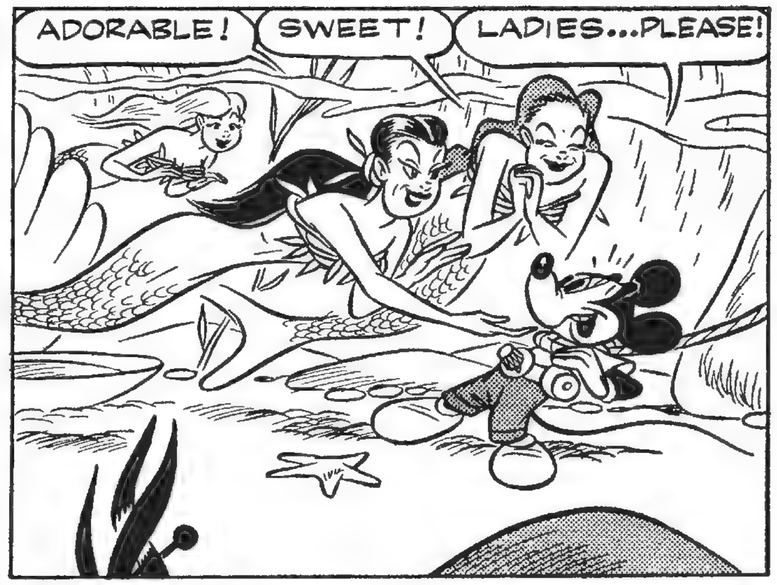

GEE... THEY DON'T EVEN SEEM TO BE FRIGHTENED OF ME!
10-21

BOY! I'LL TRY TO INTRODUCE MYSELF TO THIS ONE! WHAT A BEAUTY!
OH... THANK YOU!

BUT I DIDN'T SAY ANYTHING! I JUST THOUGHT!
I KNOW... BUT THIS DEEP... WE CAN HEAR THOUGHT WAVES... AS WELL AS SOUND WAVES!
WALT DISNEY

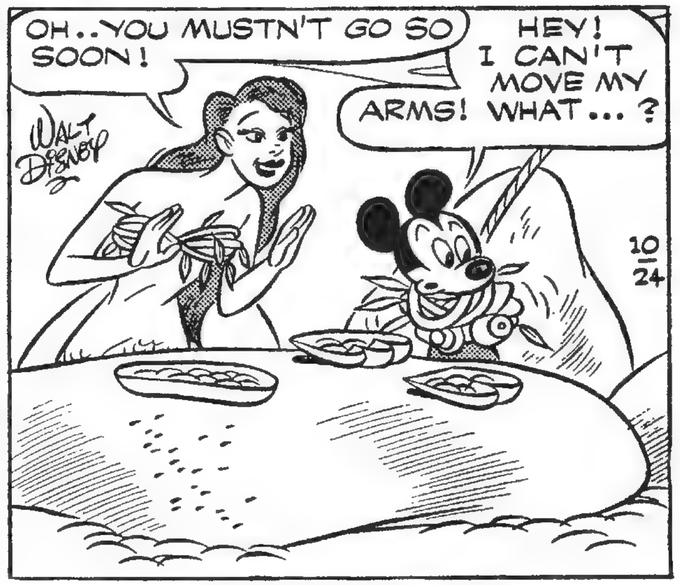

STILL NO SIGN OF HIM! SOMETHING MUST HAVE GONE WRONG WITH THE APPARATUS!

IT'S MY FAULT! THE POOR LITTLE FELLOW!
WALT DISNEY
10-23


ADORABLE!
SWEET!
LADIES...PLEASE!

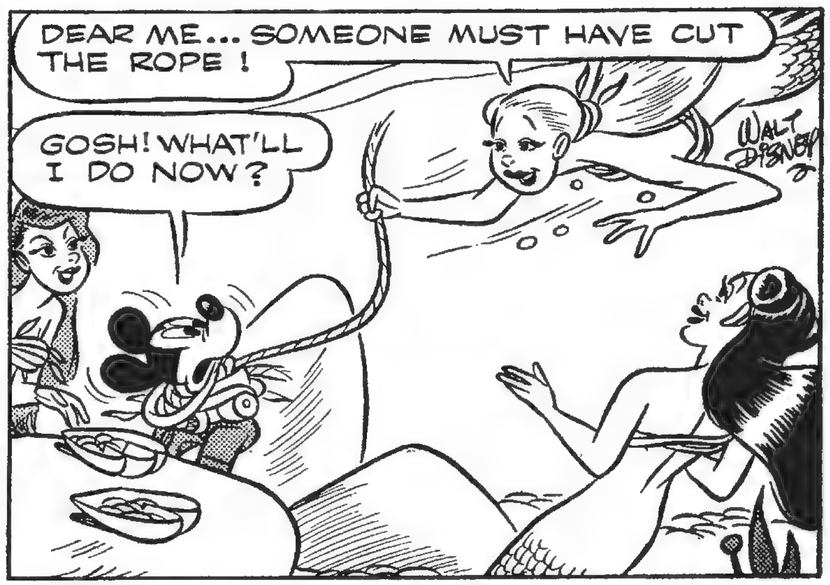
I WONDER WHAT THE BOYS BACK HOME ARE DOING NOW!

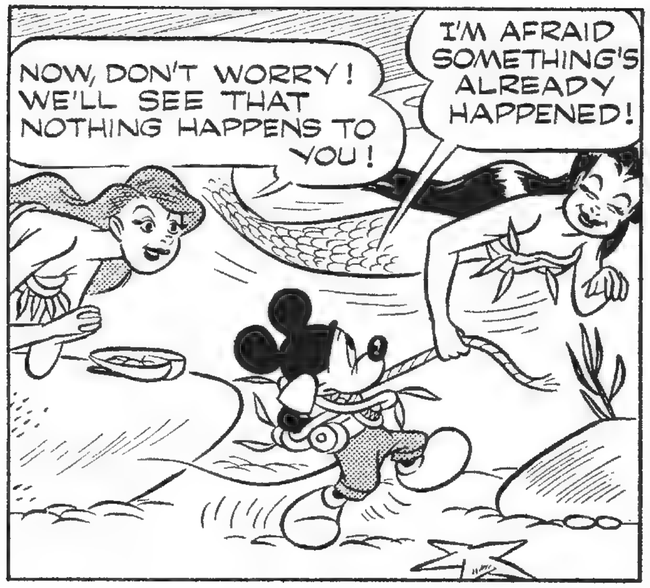
WELL, MISS...I HATE TO EAT AND RUN... BUT I THINK I'D BETTER BE GETTING ALONG!


OH..YOU MUSTN'T GO SO SOON!
HEY! I CAN'T MOVE MY ARMS! WHAT...?
WALT DISNEY
10/24

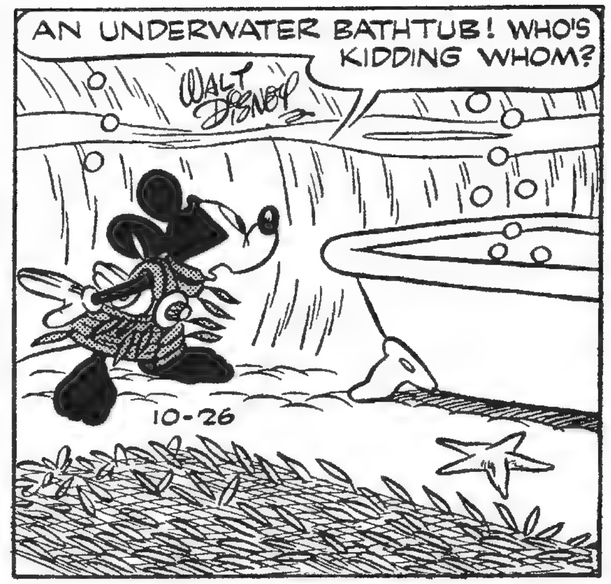
PLEASE...I'VE GOT TO BE ON MY WAY!
BUT YOU'LL BE LOST!

I'LL GET BACK ALL RIGHT! THERE'S A FELLOW IN A BOAT ABOVE, HOLDING THAT GUIDE ROPE!
10/25

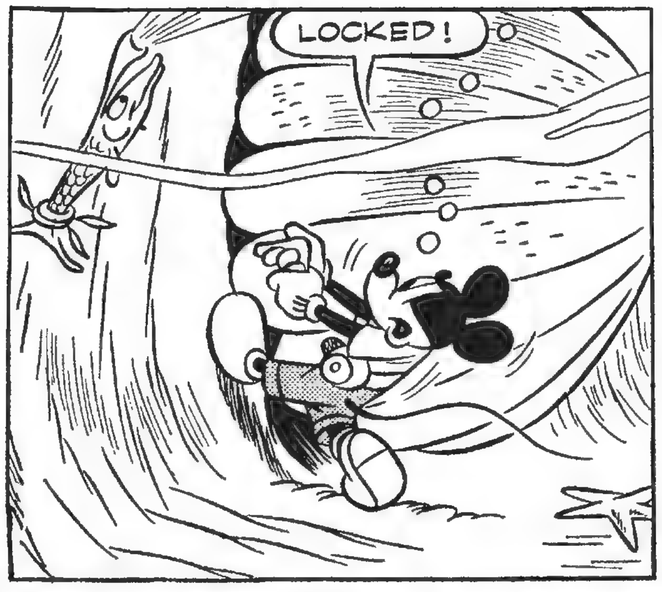

DEAR ME... SOMEONE MUST HAVE CUT THE ROPE!
GOSH! WHAT'LL I DO NOW?
WALT DISNEY

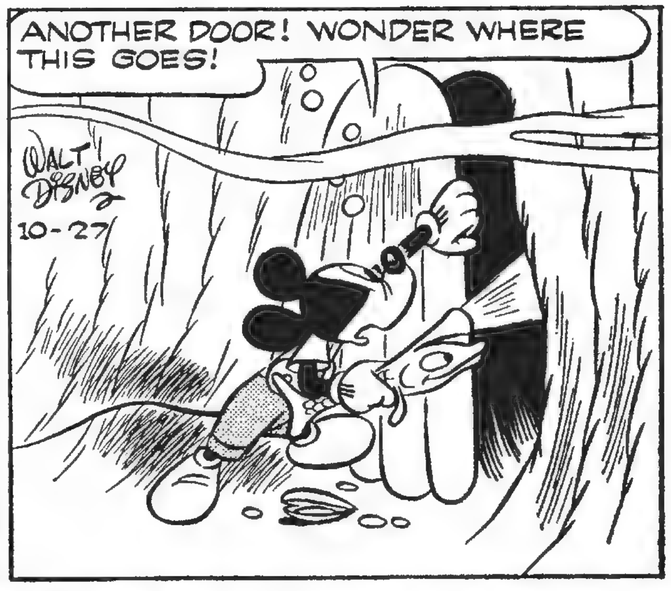

NOW, DON'T WORRY! WE'LL SEE THAT NOTHING HAPPENS TO YOU!
I'M AFRAID SOMETHING'S ALREADY HAPPENED!

GOOD NIGHT!
GOOD NIGHT!


AN UNDERWATER BATHTUB! WHO'S KIDDING WHOM?
WALT DISNEY
10-26

IF THOSE MERMAIDS THINK THEY'RE GOING TO KEEP ME HERE ... THEY'RE MISTAKEN!

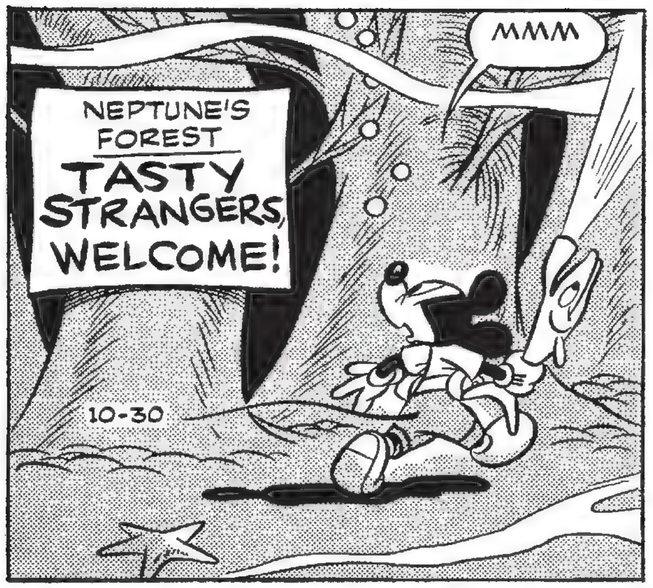

LOCKED!

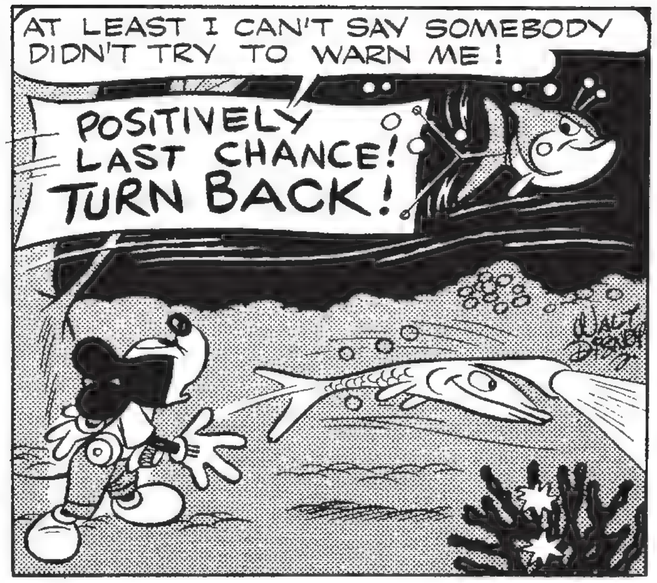

ANOTHER DOOR! WONDER WHERE THIS GOES!
WALT DISNEY
10-27

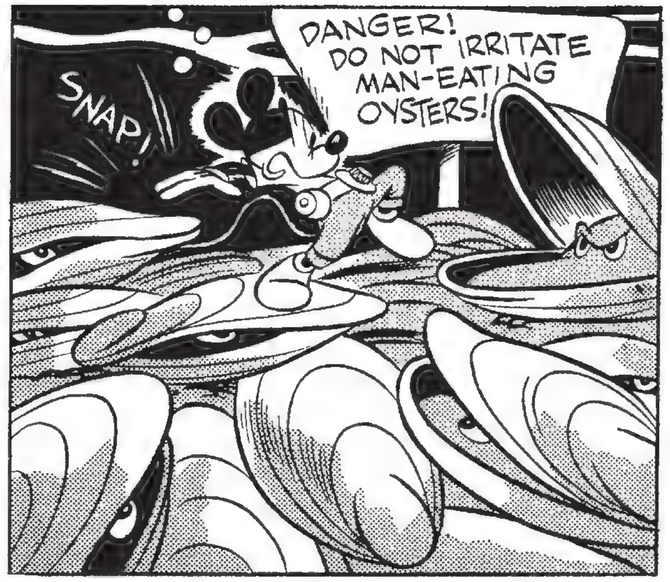
KIND OF SPOOKY!

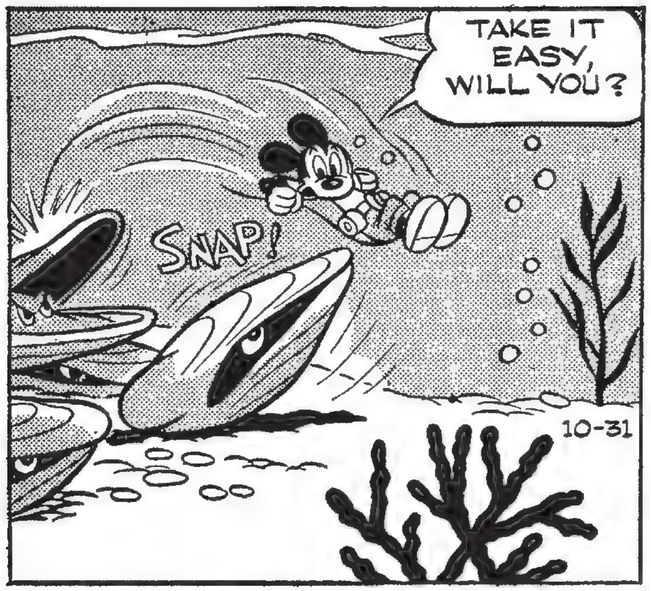
NEPTUNE'S FOREST DANGER!

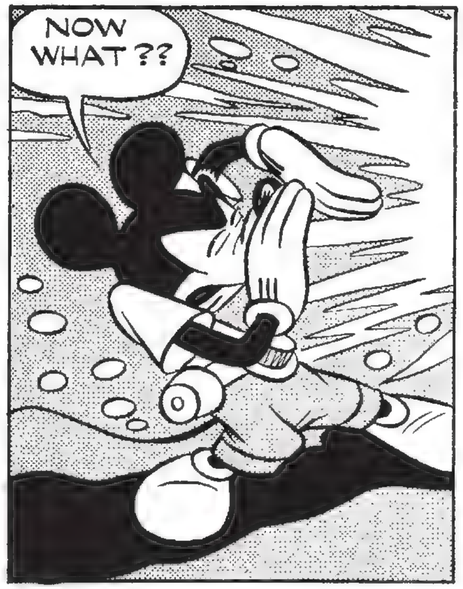
WALT DISNEY
TASTY STRANGERS WELCOME
10-28

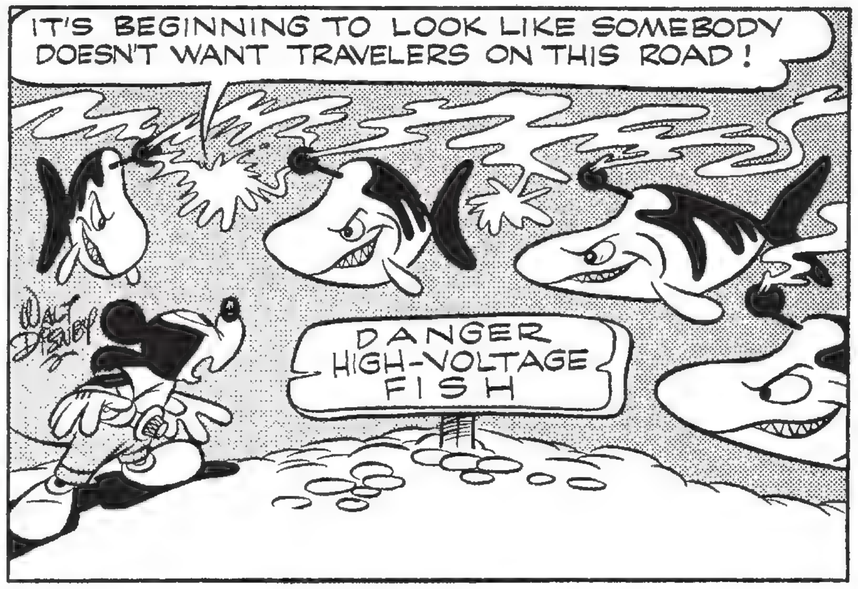

MMM
NEPTUNE'S FOREST
TASTY STRANGERS, WELCOME!
10-30

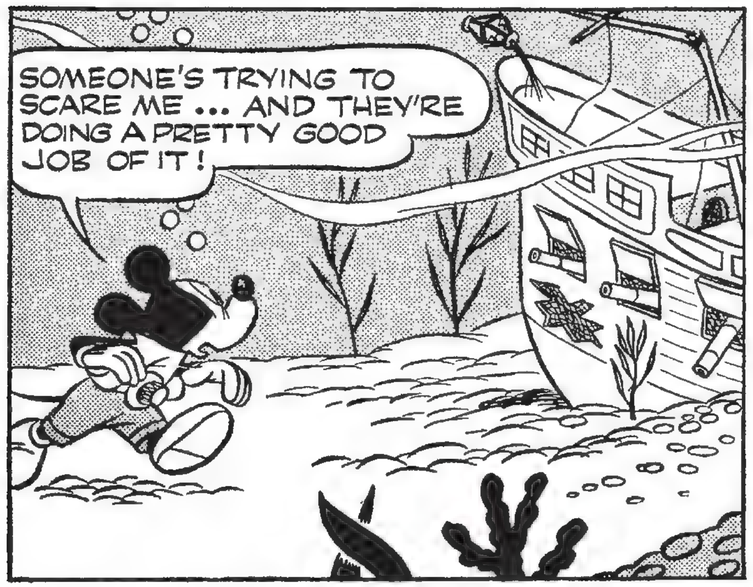

AT LEAST I CAN'T SAY SOMEBODY DIDN'T TRY TO WARN ME!
POSITIVELY LAST CHANCE! TURN BACK!


SNAP!
DANGER! DO NOT IRRITATE MAN-EATING OYSTERS!


TAKE IT EASY, WILL YOU?
SNAP!
10-31

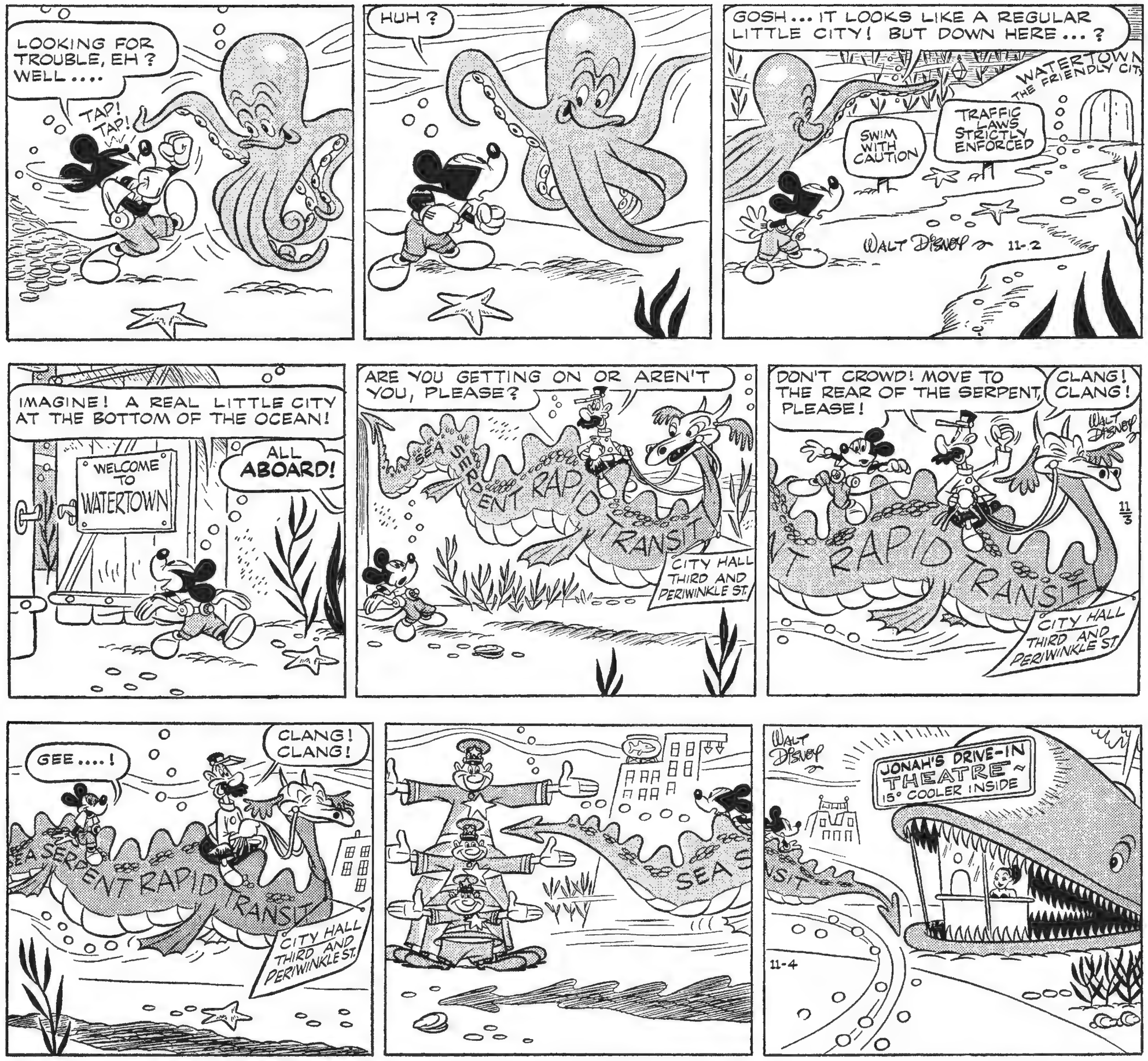

NOW WHAT??

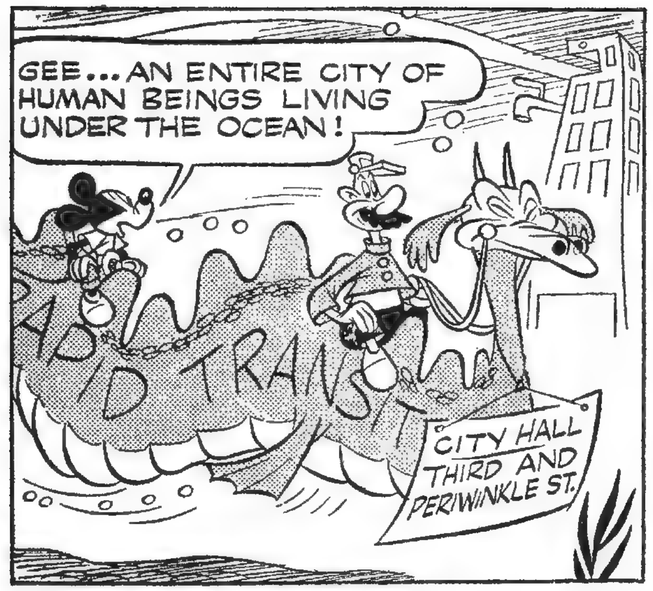

IT'S BEGINNING TO LOOK LIKE SOMEBODY DOESN'T WANT TRAVELERS ON THIS ROAD!
DANGER HIGH-VOLTAGE FISH


SOMEONE'S TRYING TO SCARE ME ... AND THEY'RE DOING A PRETTY GOOD JOB OF IT!

GOSH!
PLEASE DO NOT DUMP OLD DOUBLOONS AND JEWELS HERE!
11-1

TAP! TAP!
WHO... ME?

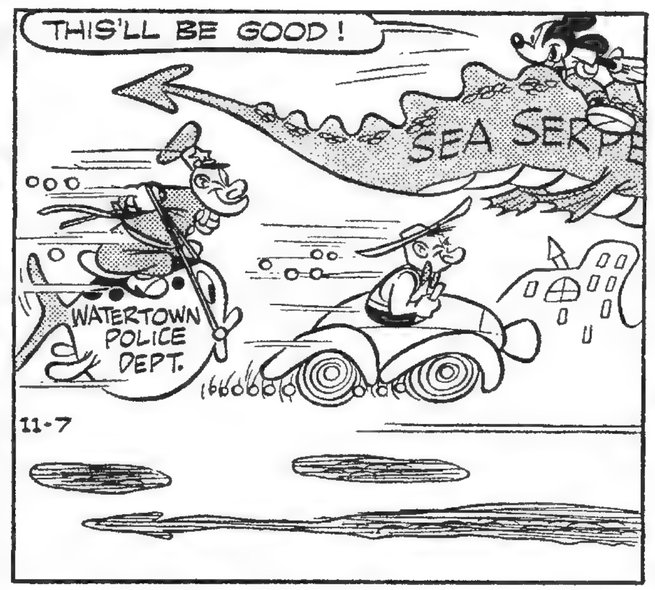

LOOKING FOR TROUBLE, EH? WELL....
TAP! TAP!
HUH?
GOSH... IT LOOKS LIKE A REGULAR LITTLE CITY! BUT DOWN HERE...?
WATERTOWN THE FRIENDLY CITY
SWIM WITH CAUTION
TRAFFIC LAWS STRICTLY ENFORCED
WALT DISNEY 11-2
IMAGINE! A REAL LITTLE CITY AT THE BOTTOM OF THE OCEAN!
WELCOME TO WATERTOWN
ALL ABOARD!
ARE YOU GETTING ON OR AREN'T YOU, PLEASE?
SEA SERPENT RAPID TRANSIT
CITY HALL THIRD AND PERIWINKLE ST.
DON'T CROWD! MOVE TO THE REAR OF THE SERPENT, PLEASE!
CLANG! CLANG!
WALT DISNEY
11/3
GEE....!
CLANG! CLANG!
JONAH'S DRIVE-IN THEATRE 15° COOLER INSIDE
11-4

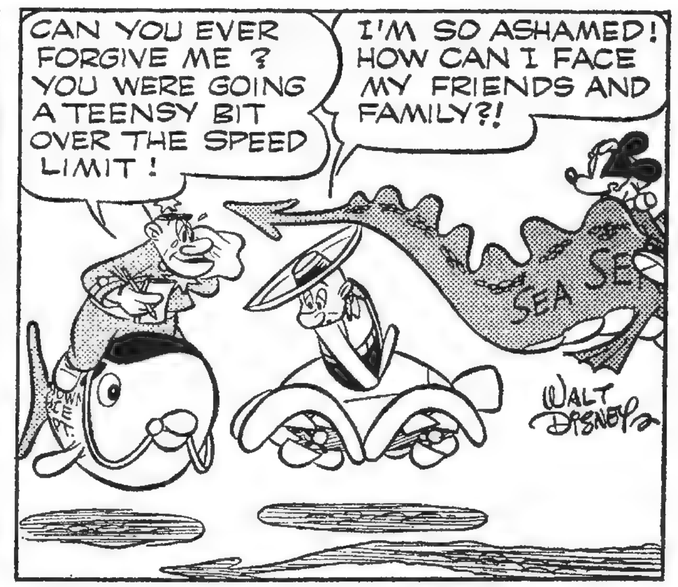

GEE... AN ENTIRE CITY OF HUMAN BEINGS LIVING UNDER THE OCEAN!
RAPID TRANSIT
CITY HALL THIRD AND PERIWINKLE ST.

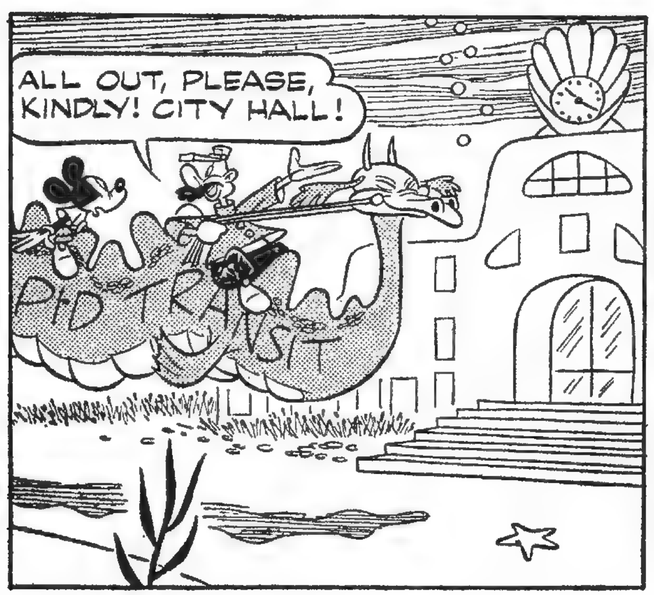
CLANG! CLANG! PLEASE!
EXCUSE ME FOR BEING IN THE WAY!
RANSIT
CITY THIRD PERIWI
11-6

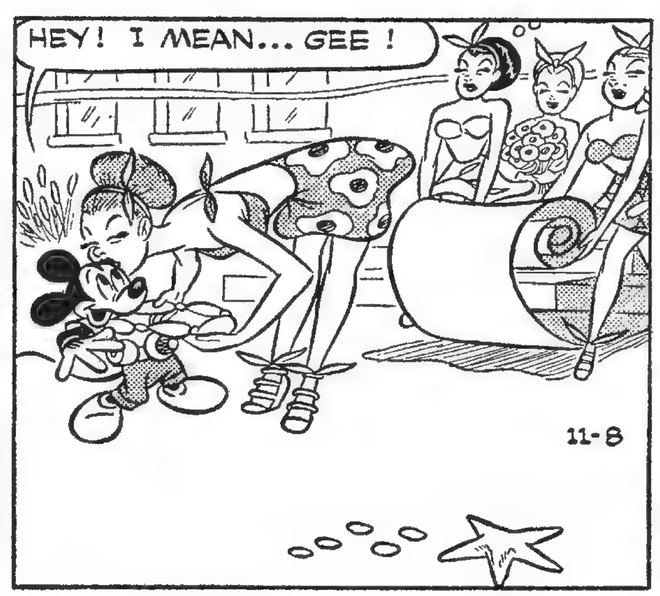
FORGIVE ME... IT WAS MY FAULT!
I INSIST! IT WAS MY FAULT!
I'VE NEVER SEEN SUCH POLITE PEOPLE!
WALT DISNEY

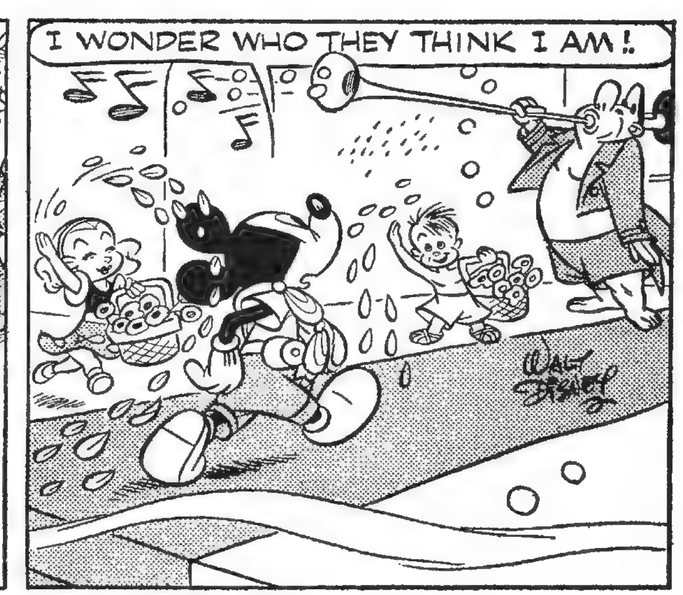
I'LL SAY ONE THING!
THEY CERTAINLY HAVE POLITE MANNERS HERE!
SEA SE

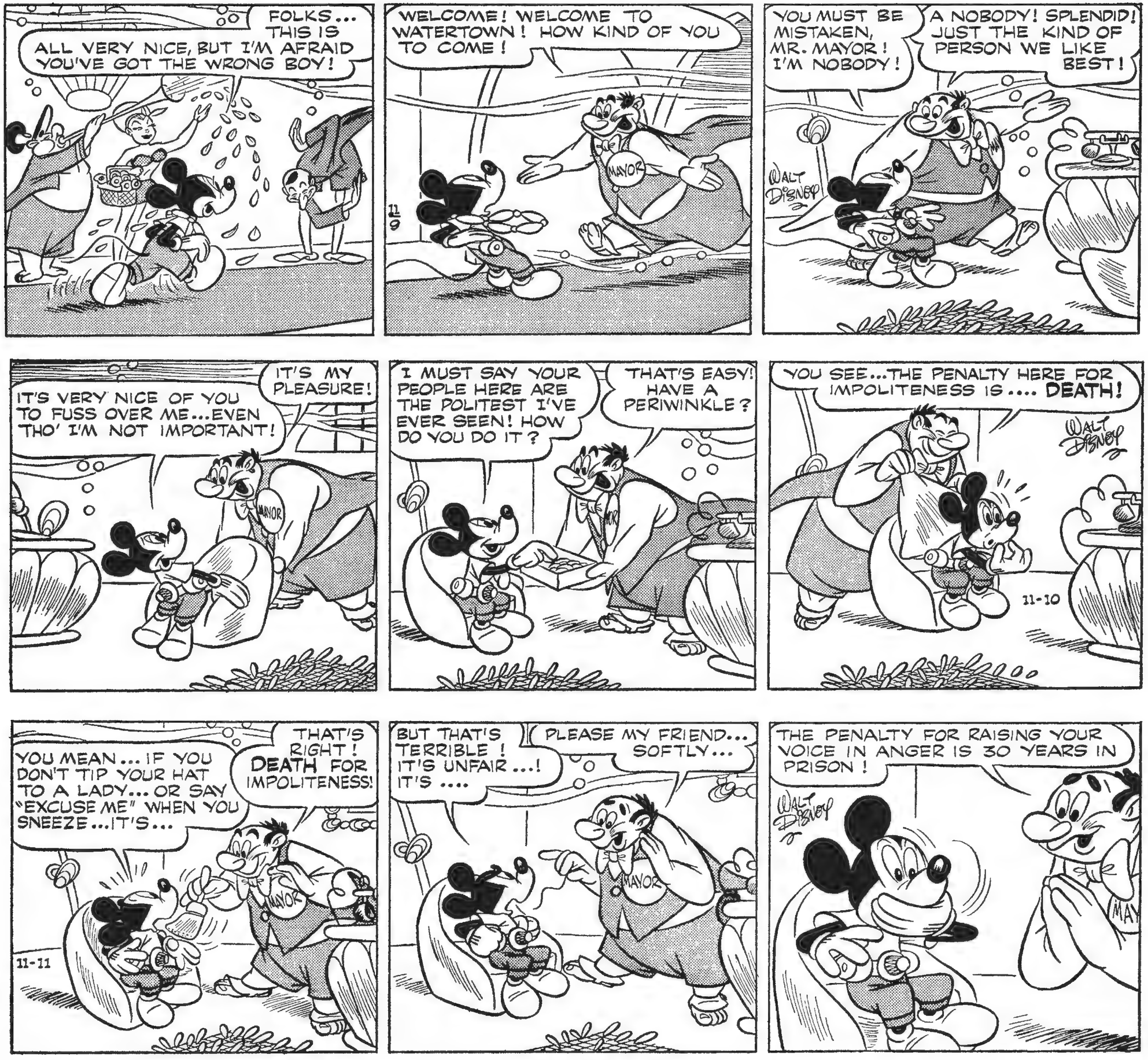

THIS'LL BE GOOD!
SEA SERPE
WATERTOWN POLICE DEPT.
11-7

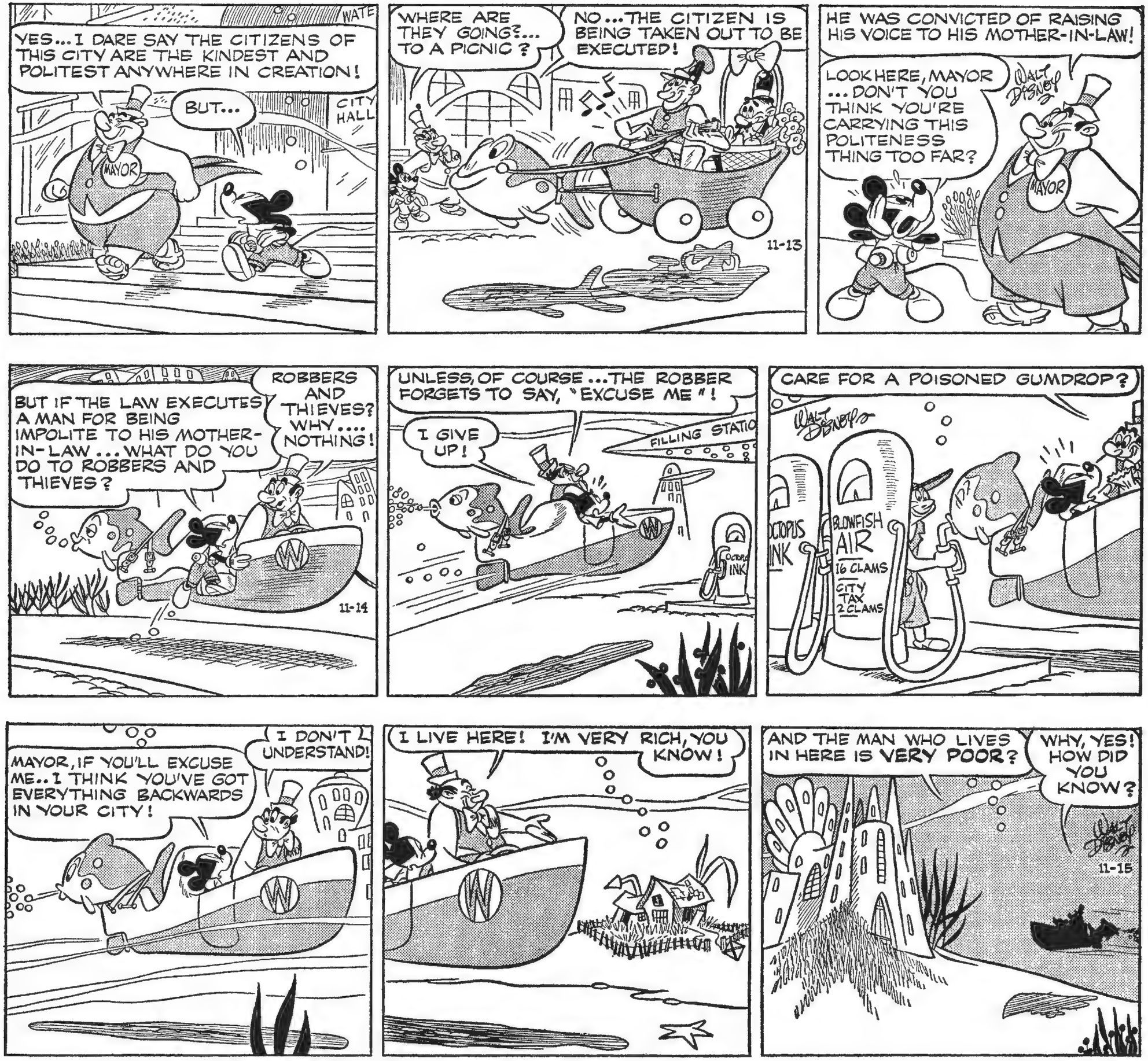

CAN YOU EVER FORGIVE ME? YOU WERE GOING A TEENSY BIT OVER THE SPEED LIMIT!
I'M SO ASHAMED! HOW CAN I FACE MY FRIENDS AND FAMILY?!
SEA SER
WALT DISNEY

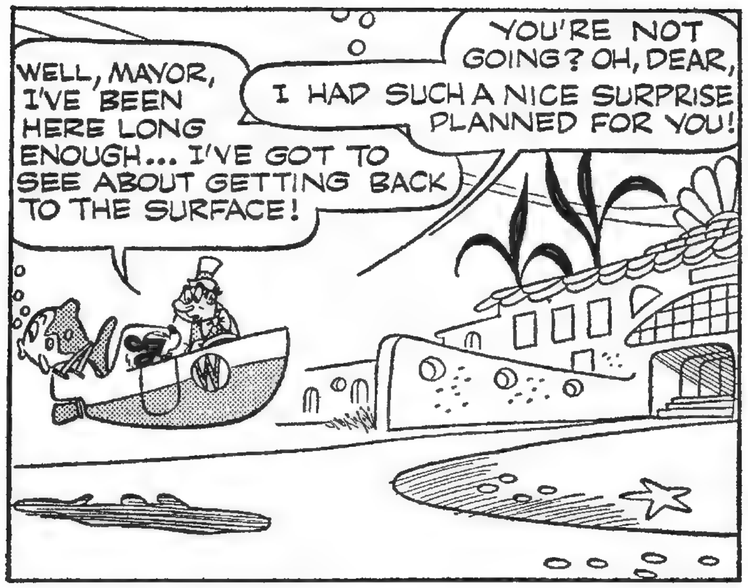

ALL OUT, PLEASE, KINDLY! CITY HALL!
RAPID TRANSIT


HEY! I MEAN... GEE!
11-8

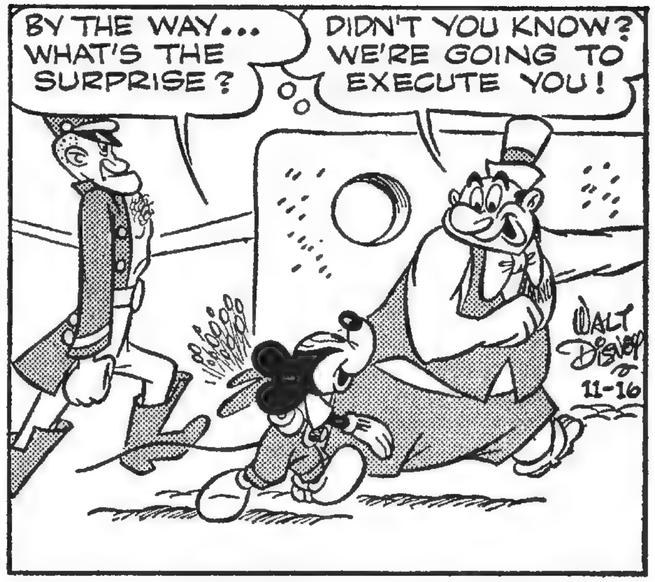

I WONDER WHO THEY THINK I AM!
WALT DISNEY


FOLKS... THIS IS ALL VERY NICE, BUT I'M AFRAID YOU'VE GOT THE WRONG BOY!
WELCOME! WELCOME TO WATERTOWN! HOW KIND OF YOU TO COME!
MAYOR
11-9
YOU MUST BE MISTAKEN, MR. MAYOR! I'M NOBODY!
A NOBODY! SPLENDID! JUST THE KIND OF PERSON WE LIKE BEST!
WALT DISNEY
IT'S VERY NICE OF YOU TO FUSS OVER ME...EVEN THO' I'M NOT IMPORTANT!
IT'S MY PLEASURE!
MAYOR
I MUST SAY YOUR PEOPLE HERE ARE THE POLITEST I'VE EVER SEEN! HOW DO YOU DO IT?
THAT'S EASY! HAVE A PERIWINKLE?
YOU SEE...THE PENALTY HERE FOR IMPOLITENESS IS.... DEATH!
WALT DISNEY
11-10
YOU MEAN... IF YOU DON'T TIP YOUR HAT TO A LADY... OR SAY "EXCUSE ME" WHEN YOU SNEEZE...IT'S...
THAT'S RIGHT! DEATH FOR IMPOLITENESS!
MAYOR
11-11
BUT THAT'S TERRIBLE! IT'S UNFAIR...! IT'S ....
PLEASE MY FRIEND... SOFTLY...
MAYOR
THE PENALTY FOR RAISING YOUR VOICE IN ANGER IS 30 YEARS IN PRISON!
WALT DISNEY

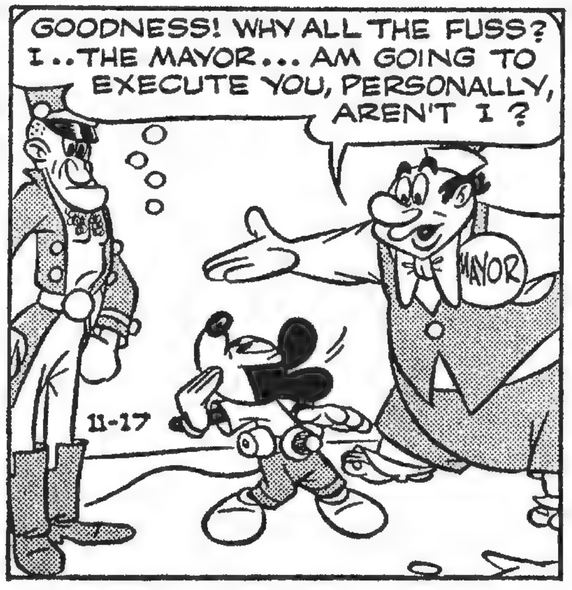

YES... I DARE SAY THE CITIZENS OF THIS CITY ARE THE KINDEST AND POLITEST ANYWHERE IN CREATION!
BUT...
MAYOR
CITY HALL
WHERE ARE THEY GOING?... TO A PICNIC?
NO... THE CITIZEN IS BEING TAKEN OUT TO BE EXECUTED!
11-13
HE WAS CONVICTED OF RAISING HIS VOICE TO HIS MOTHER-IN-LAW!
LOOK HERE, MAYOR ... DON'T YOU THINK YOU'RE CARRYING THIS POLITENESS THING TOO FAR?
MAYOR
BUT IF THE LAW EXECUTES A MAN FOR BEING IMPOLITE TO HIS MOTHER-IN-LAW ... WHAT DO YOU DO TO ROBBERS AND THIEVES?
ROBBERS AND THIEVES? WHY.... NOTHING!
11-14
UNLESS, OF COURSE ... THE ROBBER FORGETS TO SAY, "EXCUSE ME"!
I GIVE UP!
FILLING STATIO
INK
CARE FOR A POISONED GUMDROP?
OCTOPUS INK
BLOWFISH AIR
16 CLAMS
CITY TAX 2 CLAMS
MAYOR, IF YOU'LL EXCUSE ME.. I THINK YOU'VE GOT EVERYTHING BACKWARDS IN YOUR CITY!
I DON'T UNDERSTAND!
I LIVE HERE! I'M VERY RICH, YOU KNOW!
AND THE MAN WHO LIVES IN HERE IS VERY POOR?
WHY, YES! HOW DID YOU KNOW?
11-15

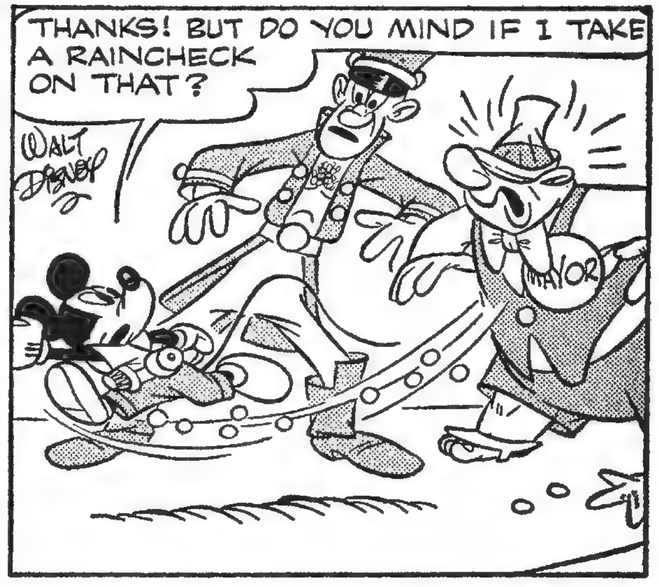

WELL, MAYOR, I'VE BEEN HERE LONG ENOUGH... I'VE GOT TO SEE ABOUT GETTING BACK TO THE SURFACE!
YOU'RE NOT GOING? OH, DEAR, I HAD SUCH A NICE SURPRISE PLANNED FOR YOU!

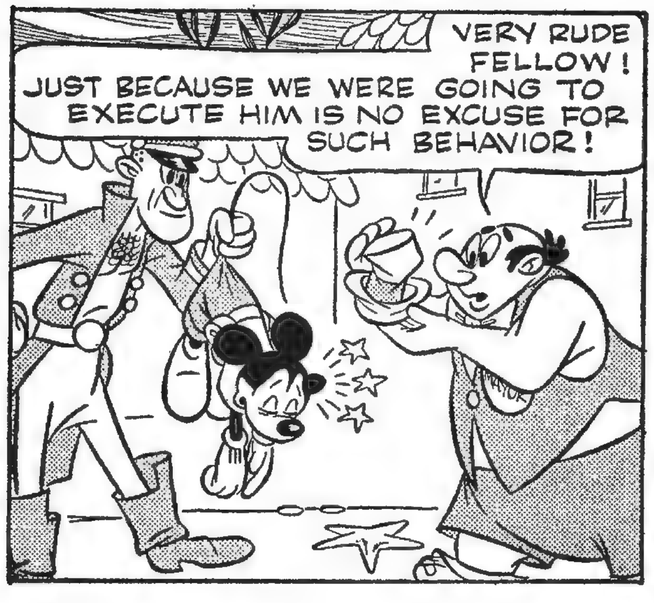
PLEASE STAY! IT WON'T TAKE LONG!
WELL.. ALL RIGHT, JUST FOR A MINUTE!
MAYOR

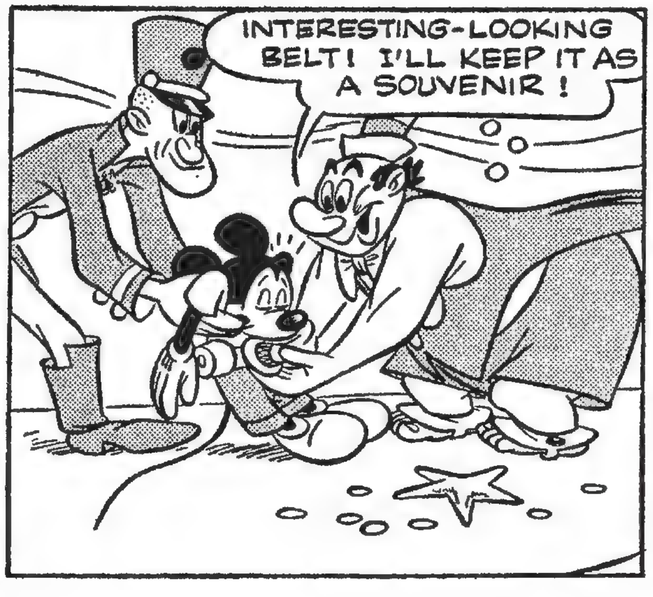

BY THE WAY... WHAT'S THE SURPRISE?
DIDN'T YOU KNOW? WE'RE GOING TO EXECUTE YOU!
WALT DISNEY
11-16

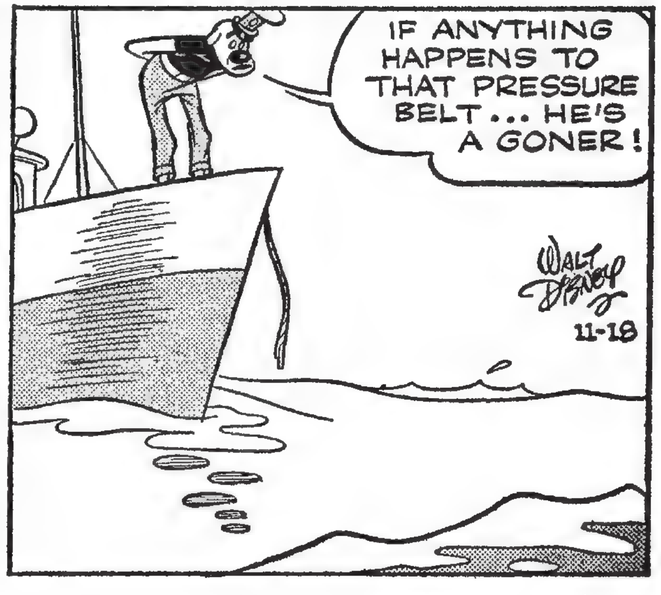
EXECUTE ME? WHAT FOR? WHAT....
SHH! YOU'LL DISTURB THE PRISONERS HERE IN JAIL! THEY'RE EASILY OFFENDED!
WATERTOWN WATERPROOF

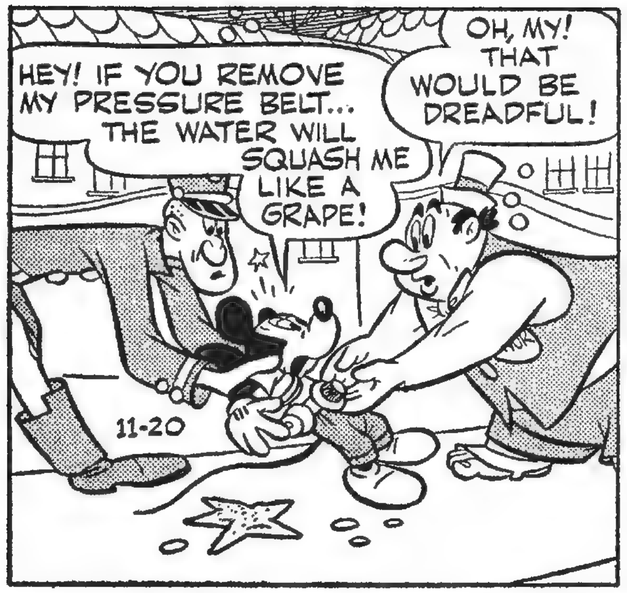

GOODNESS! WHY ALL THE FUSS? I..THE MAYOR... AM GOING TO EXECUTE YOU, PERSONALLY, AREN'T I?
MAYOR
11-17

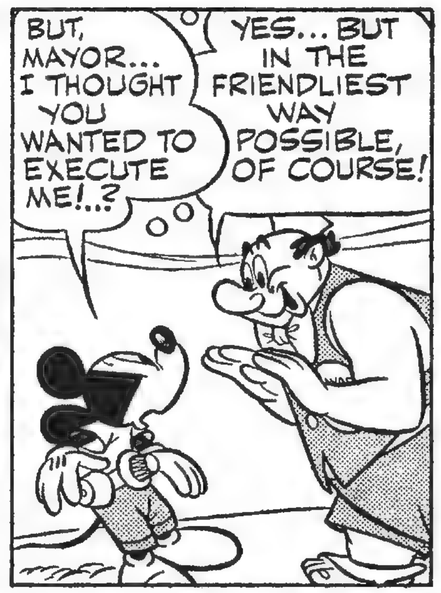

THANKS! BUT DO YOU MIND IF I TAKE A RAINCHECK ON THAT?
WALT DISNEY
MAYOR


VERY RUDE FELLOW! JUST BECAUSE WE WERE GOING TO EXECUTE HIM IS NO EXCUSE FOR SUCH BEHAVIOR!


INTERESTING-LOOKING BELT! I'LL KEEP IT AS A SOUVENIR!

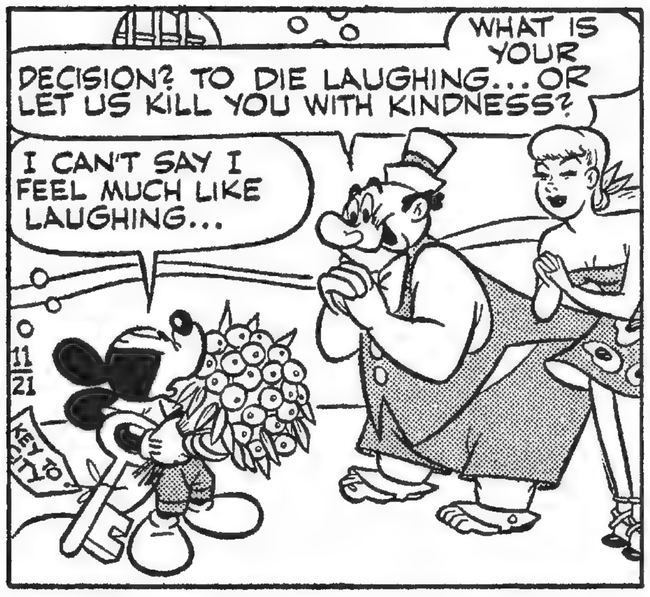

IF ANYTHING HAPPENS TO THAT PRESSURE BELT... HE'S A GONER!
WALT DISNEY
11-18

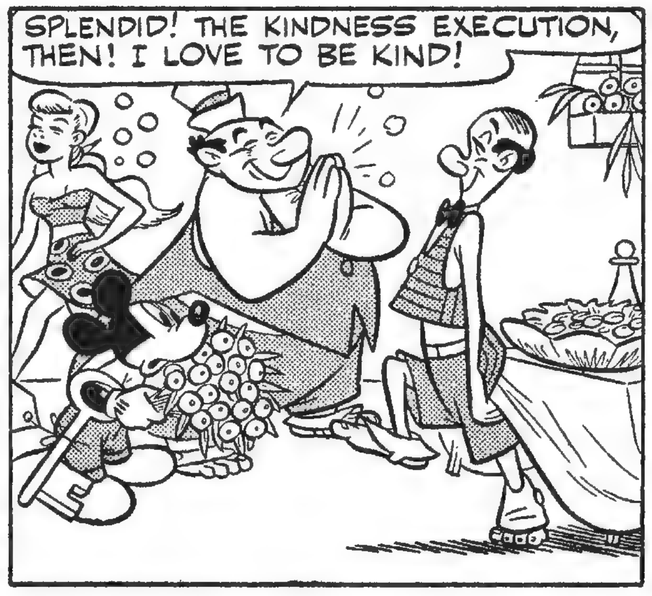

HEY! IF YOU REMOVE MY PRESSURE BELT... THE WATER WILL SQUASH ME LIKE A GRAPE!
OH, MY! THAT WOULD BE DREADFUL!
11-20


BUT, MAYOR... I THOUGHT YOU WANTED TO EXECUTE ME!..?
YES... BUT IN THE FRIENDLIEST WAY POSSIBLE, OF COURSE!

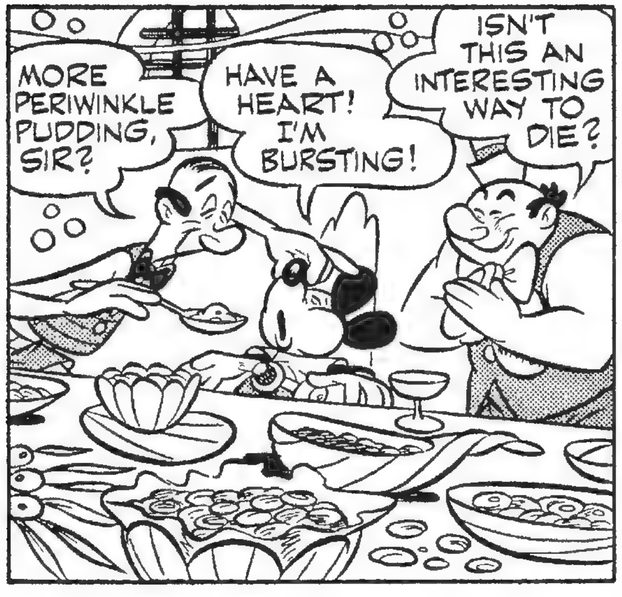
LET ME SEE... THERE ARE TWO METHODS...
MAYOR

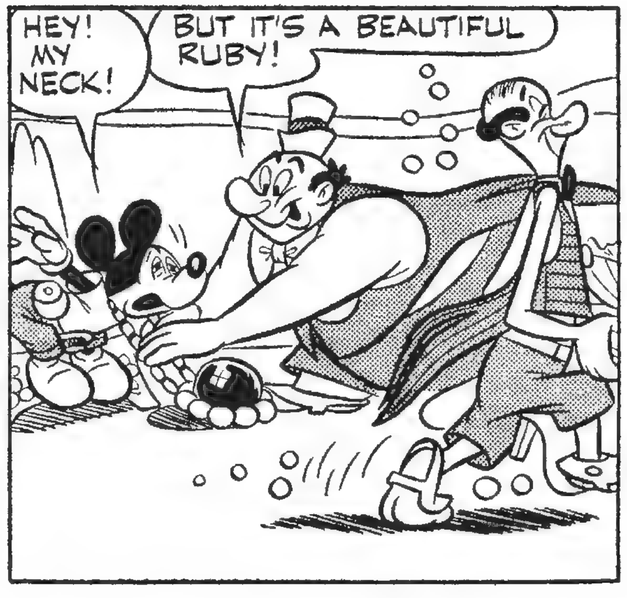
WHICH DO YOU PREFER? YOU CAN DIE LAUGHING...OR WE CAN KILL YOU WITH KINDNESS!
WALT DISNEY
MAYOR
KEY TO CITY


WHAT IS YOUR DECISION? TO DIE LAUGHING...OR LET US KILL YOU WITH KINDNESS?
I CAN'T SAY I FEEL MUCH LIKE LAUGHING...
11 21
KEY TO


SPLENDID! THE KINDNESS EXECUTION, THEN! I LOVE TO BE KIND!

MORE LOBSTER NEWBURG, SIR?
JUST A SMIDGEON MORE OF CRAB SOUFFLE, SIR?
URGHHHH!
WALT DISNEY

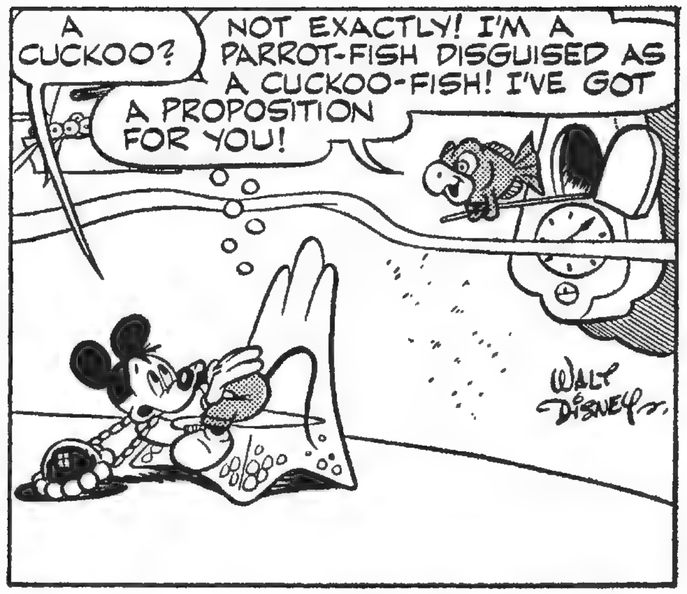

MORE PERIWINKLE PUDDING, SIR?
HAVE A HEART! I'M BURSTING!
ISN'T THIS AN INTERESTING WAY TO DIE?

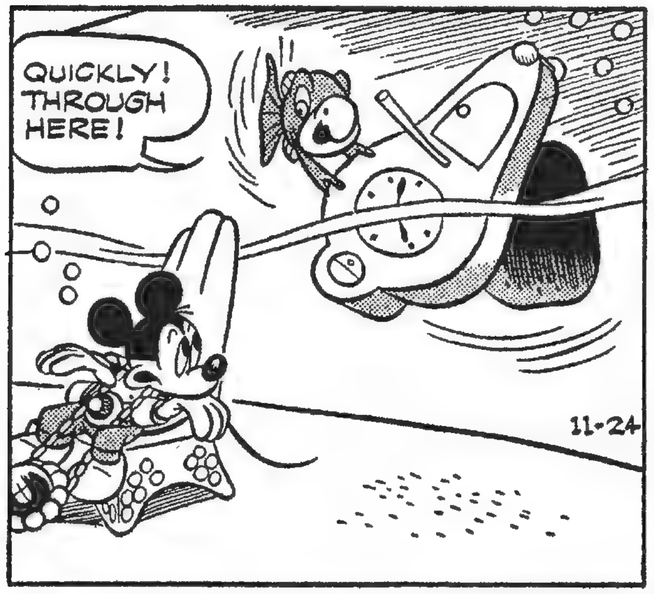

HEY! MY NECK!
BUT IT'S A BEAUTIFUL RUBY!

LISTEN, MAYOR...
PLEASE! HOW CAN WE KILL YOU WITH KINDNESS IF YOU WON'T COOPERATE?
WALT DISNEY
11-22

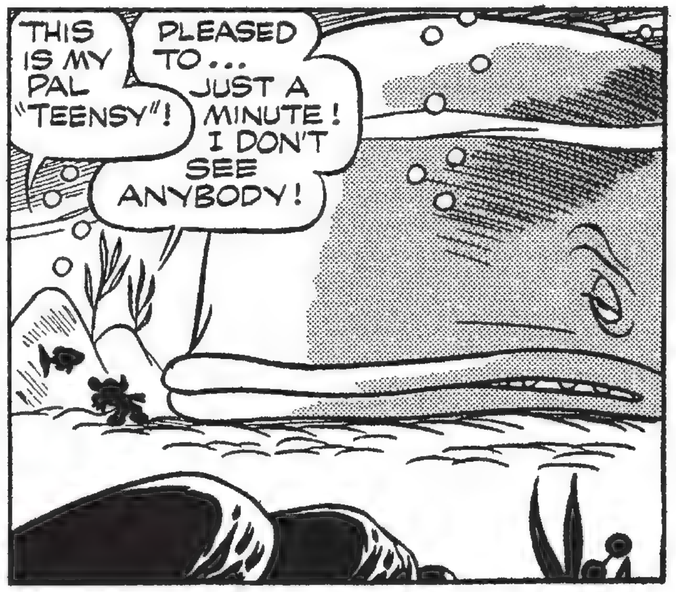
LOOK, MAYOR... LET'S FORGET THIS KILLING-ME-WITH-KINDNESS STUFF! WHY DON'T YOU JUST GET A GUN AND...
AND SPOIL MY FUN? NO, INDEEDY! I'LL BE BACK!

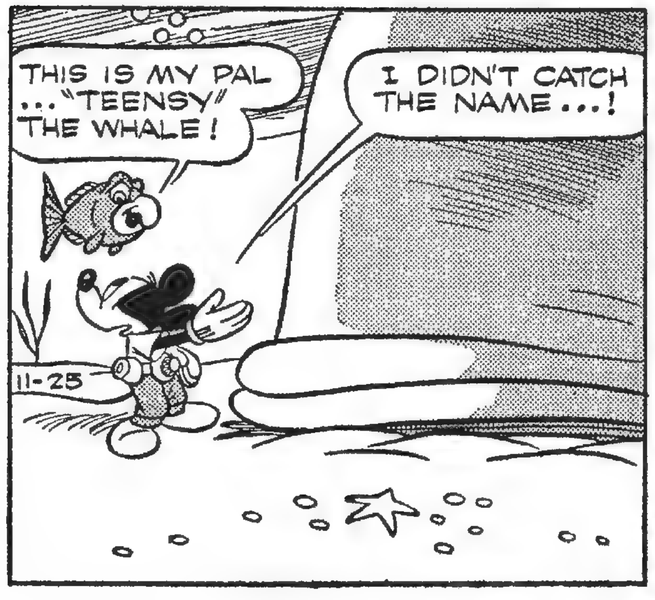
MIGHT HAVE KNOWN THERE WAS A CATCH TO IT!
CUCKOO! CUCKOO! HEY! PSST!
11-23

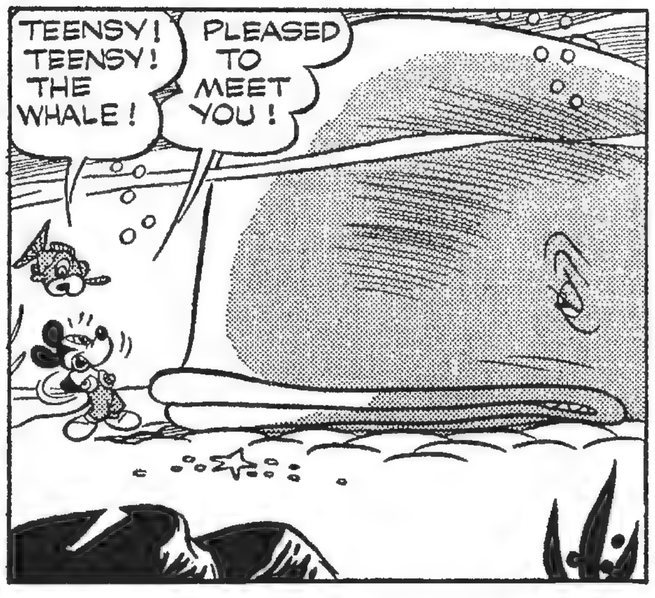

A CUCKOO?
NOT EXACTLY! I'M A PARROT-FISH DISGUISED AS A CUCKOO-FISH! I'VE GOT A PROPOSITION FOR YOU!
WALT DISNEY

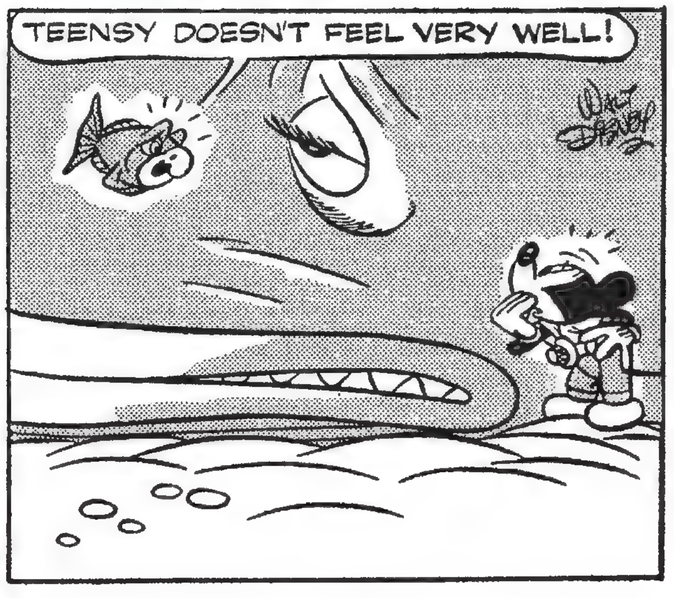

QUICKLY! THROUGH HERE!
11-24

THANKS, MR. PARROTFISH! I GUESS YOU SAVED MY LIFE!
NEVER MIND THAT! COME ON! THERE'S A FRIEND OF MINE IN TROUBLE!
WALT DISNEY

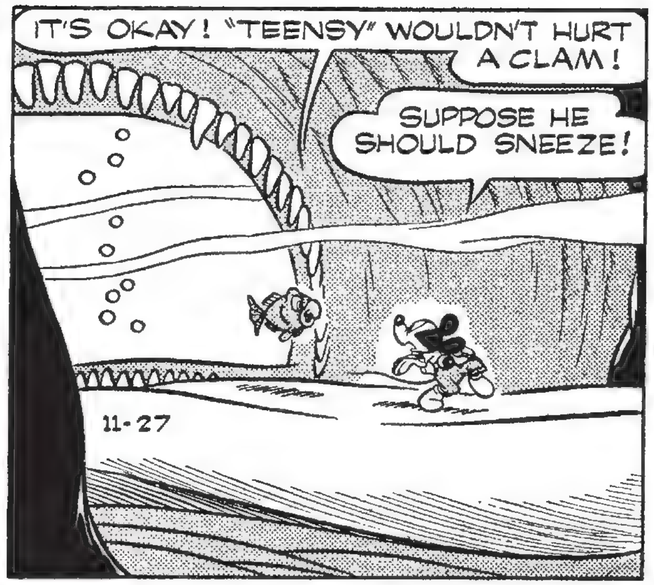

THIS IS MY PAL "TEENSY"!
PLEASED TO...
JUST A MINUTE! I DON'T SEE ANYBODY!

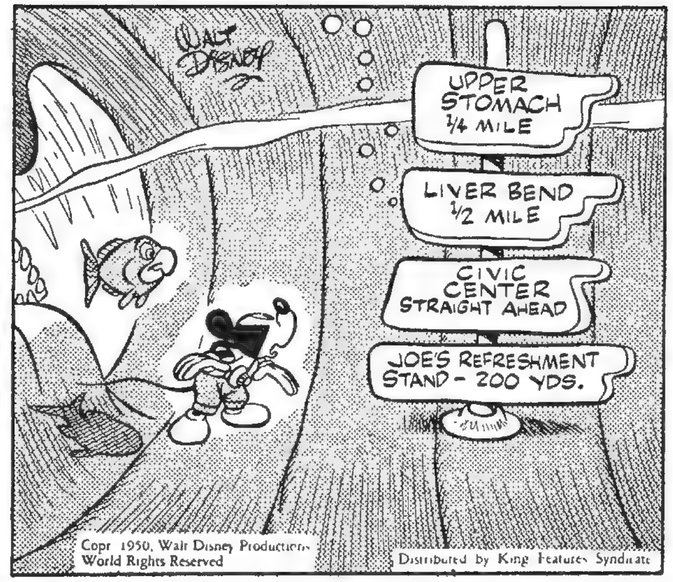

THIS IS MY PAL ..."TEENSY" THE WHALE!
I DIDN'T CATCH THE NAME...!
11-25


TEENSY! TEENSY! THE WHALE!
PLEASED TO MEET YOU!


TEENSY DOESN'T FEEL VERY WELL!
WALT DISNEY

YOU'RE RIGHT, MR. PARROTFISH! "TEENSY" ISN'T LOOKING TOO WELL!
LET'S STEP INSIDE AND SEE WHAT'S THE MATTER!


IT'S OKAY! "TEENSY" WOULDN'T HURT A CLAM!
SUPPOSE HE SHOULD SNEEZE!
11-27


UPPER STOMACH 1/4 MILE
LIVER BEND 1/2 MILE
CIVIC CENTER STRAIGHT AHEAD
JOE'S REFRESHMENT STAND - 200 YDS.
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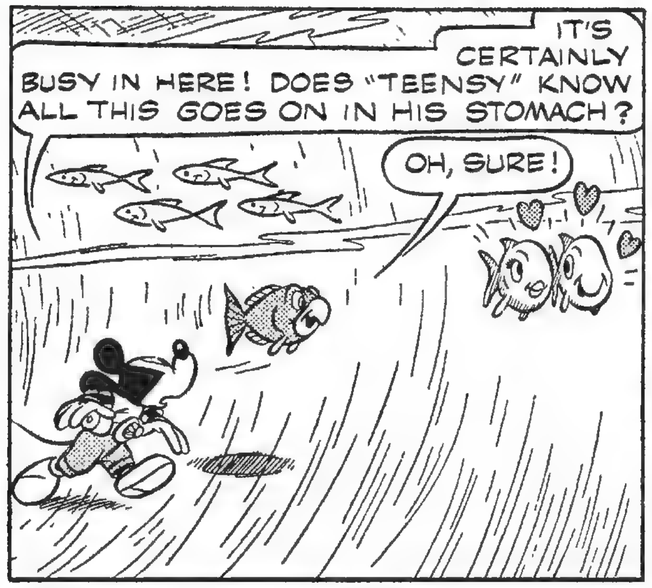
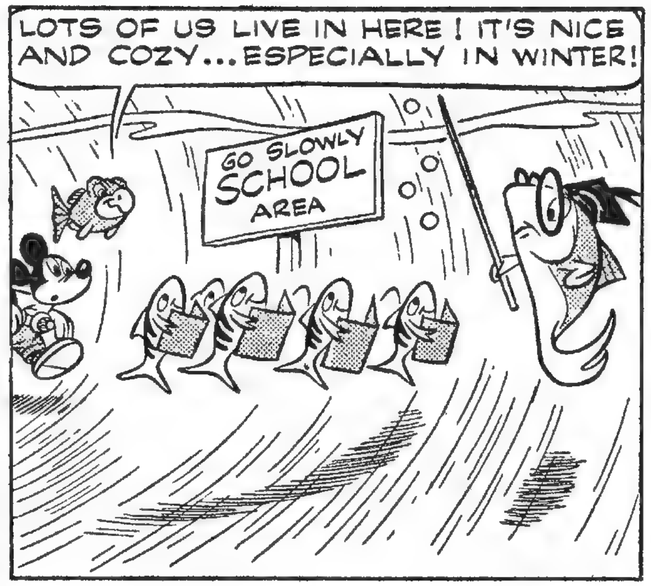
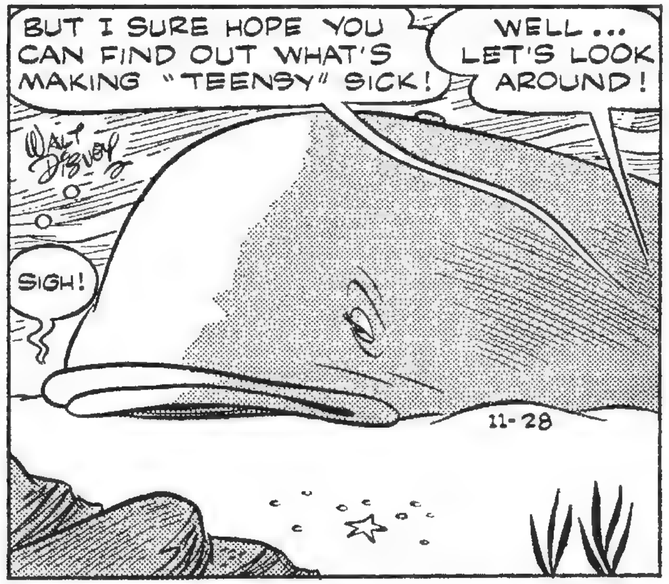
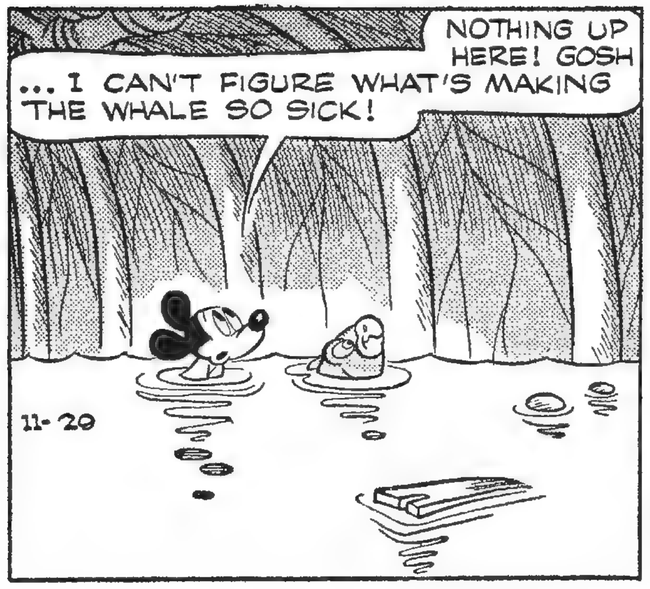
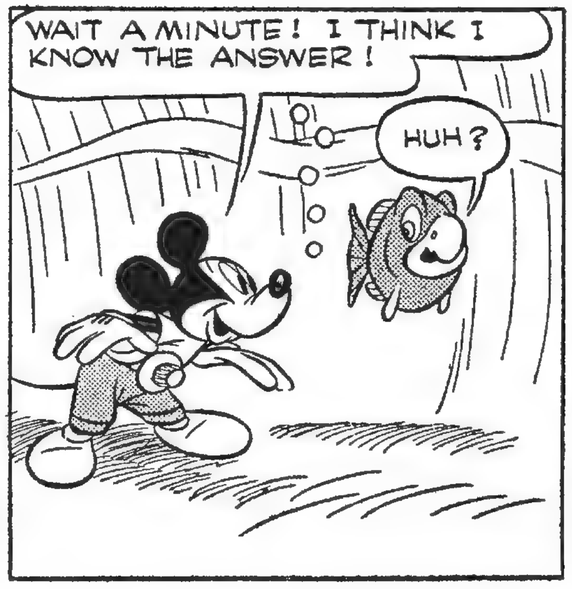
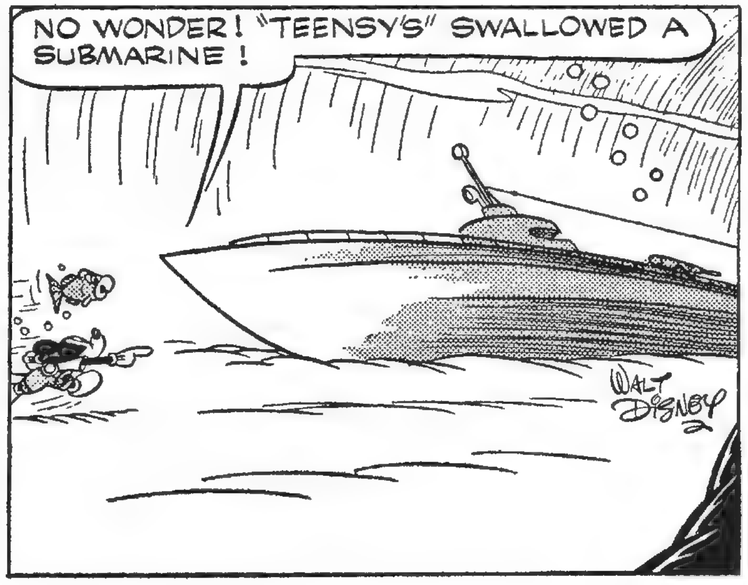

IT'S CERTAINLY BUSY IN HERE! DOES "TEENSY" KNOW ALL THIS GOES ON IN HIS STOMACH?
OH, SURE!

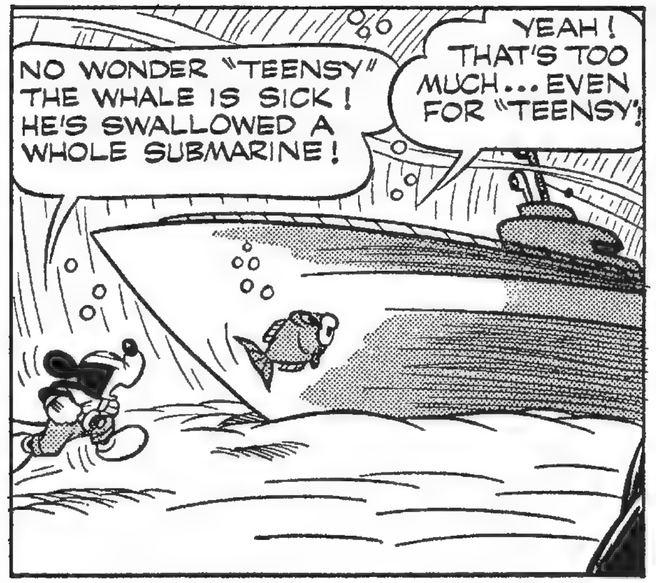

LOTS OF US LIVE IN HERE! IT'S NICE AND COZY... ESPECIALLY IN WINTER!
GO SLOWLY SCHOOL AREA

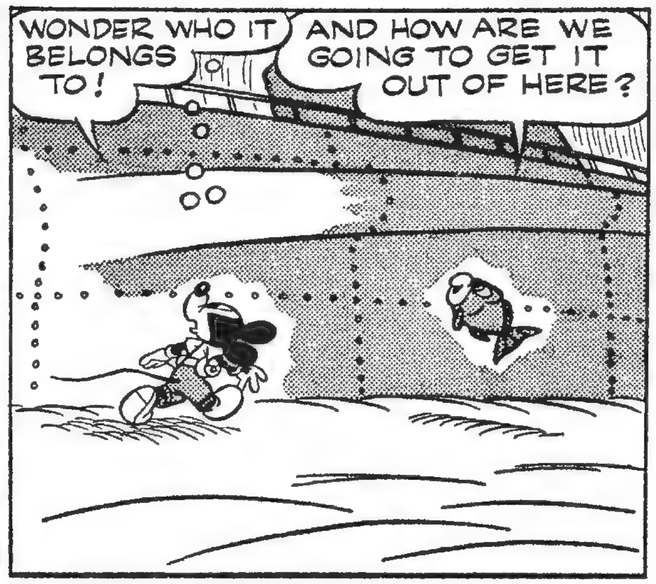

BUT I SURE HOPE YOU CAN FIND OUT WHAT'S MAKING "TEENSY" SICK!
WELL... LET'S LOOK AROUND!
SIGH!
11-28

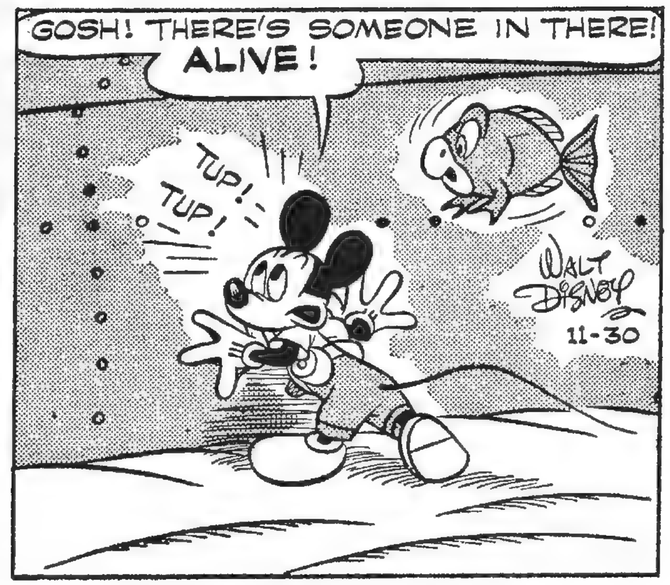

NOTHING UP HERE! GOSH
... I CAN'T FIGURE WHAT'S MAKING THE WHALE SO SICK!
11-29

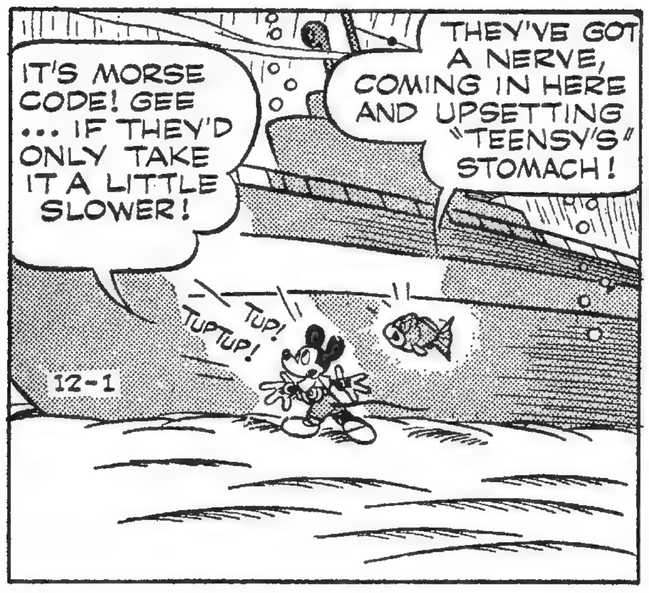

WAIT A MINUTE! I THINK I KNOW THE ANSWER!
HUH?

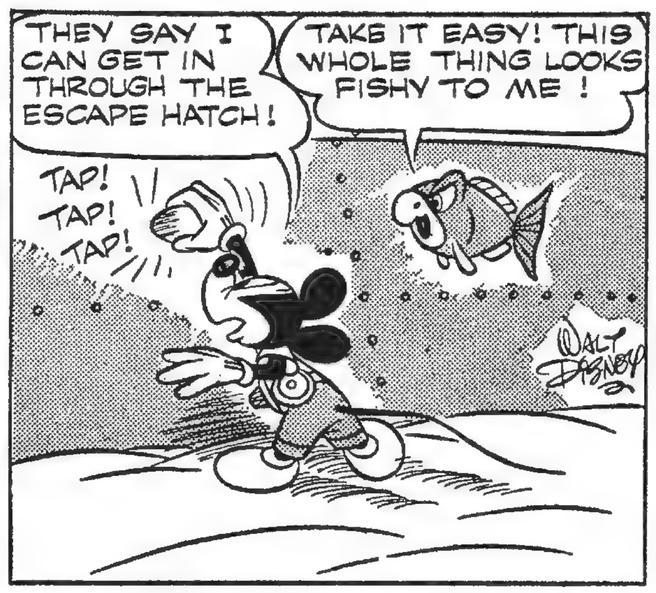

NO WONDER! "TEENSY'S" SWALLOWED A SUBMARINE!

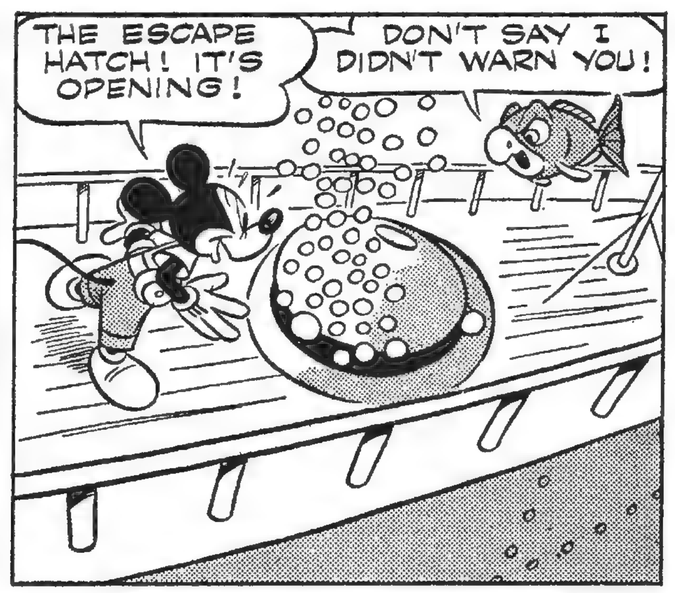

NO WONDER "TEENSY" THE WHALE IS SICK! HE'S SWALLOWED A WHOLE SUBMARINE!
YEAH! THAT'S TOO MUCH... EVEN FOR "TEENSY"!

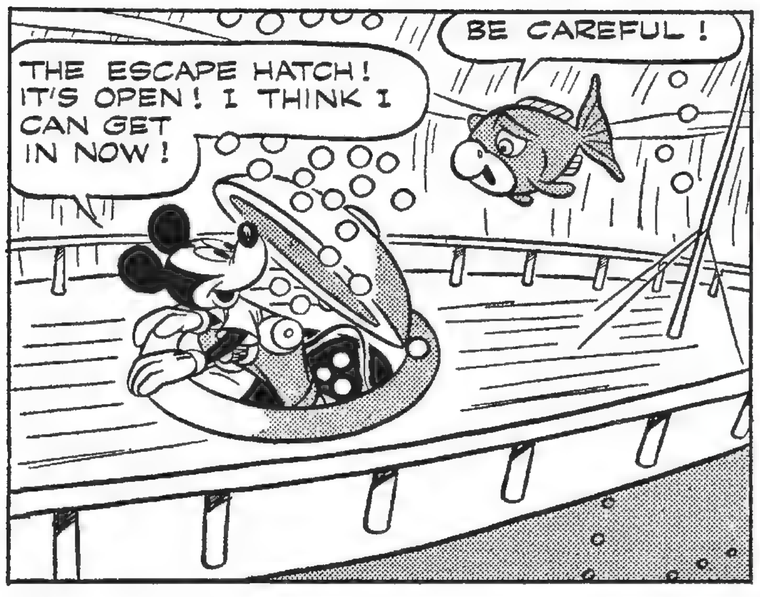

WONDER WHO IT BELONGS TO!
AND HOW ARE WE GOING TO GET IT OUT OF HERE?


GOSH! THERE'S SOMEONE IN THERE! ALIVE!
TUP! TUP!
WALT DISNEY
11-30

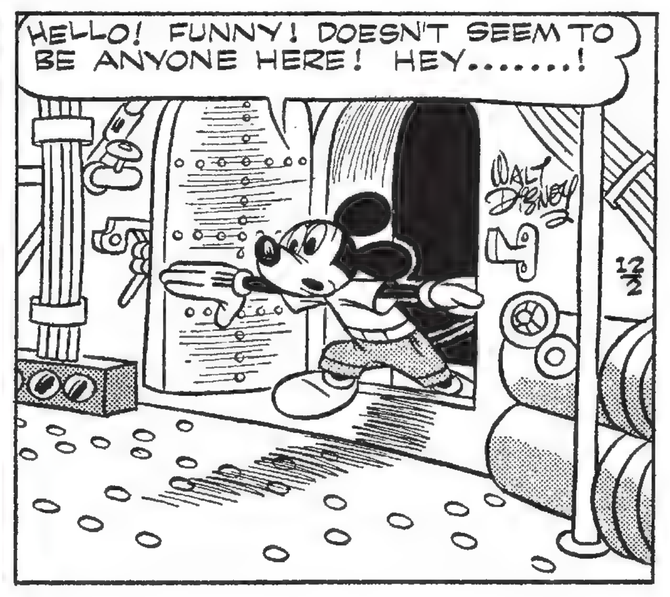

IT'S MORSE CODE! GEE ... IF THEY'D ONLY TAKE IT A LITTLE SLOWER!
THEY'VE GOT A NERVE, COMING IN HERE AND UPSETTING "TEENSY'S" STOMACH!
TUP! TUPTUP!
12-1


THEY SAY I CAN GET IN THROUGH THE ESCAPE HATCH!
TAKE IT EASY! THIS WHOLE THING LOOKS FISHY TO ME!
TAP! TAP! TAP!
WALT DISNEY

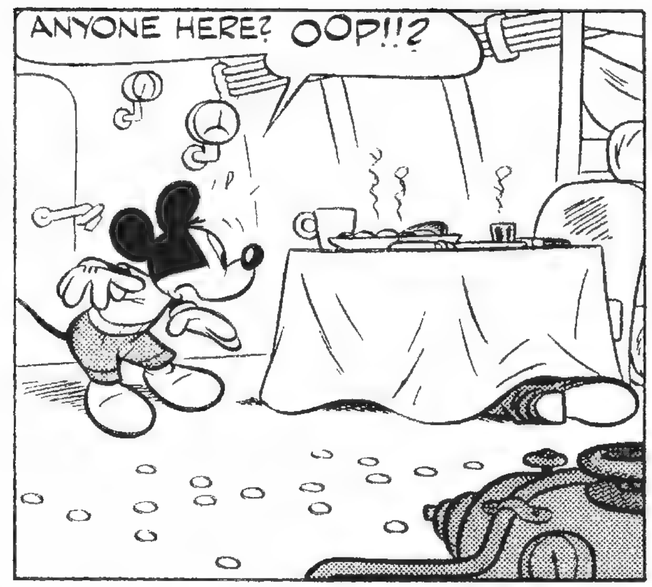

THE ESCAPE HATCH! IT'S OPENING!
DON'T SAY I DIDN'T WARN YOU!

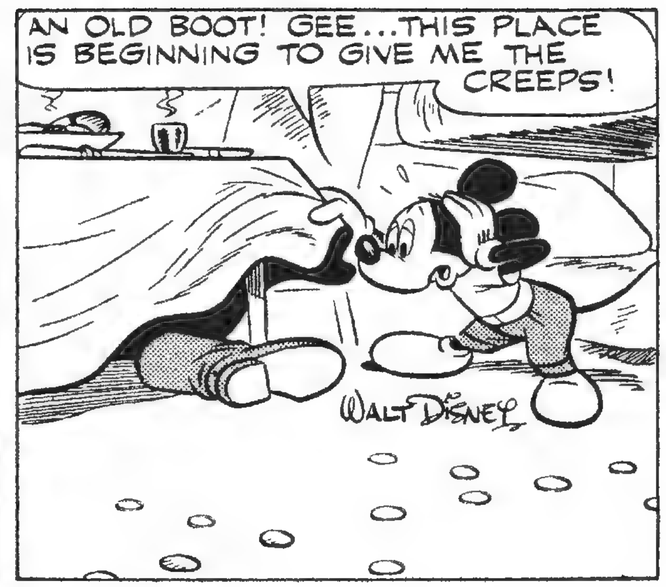

THE ESCAPE HATCH! IT'S OPEN! I THINK I CAN GET IN NOW!
BE CAREFUL!

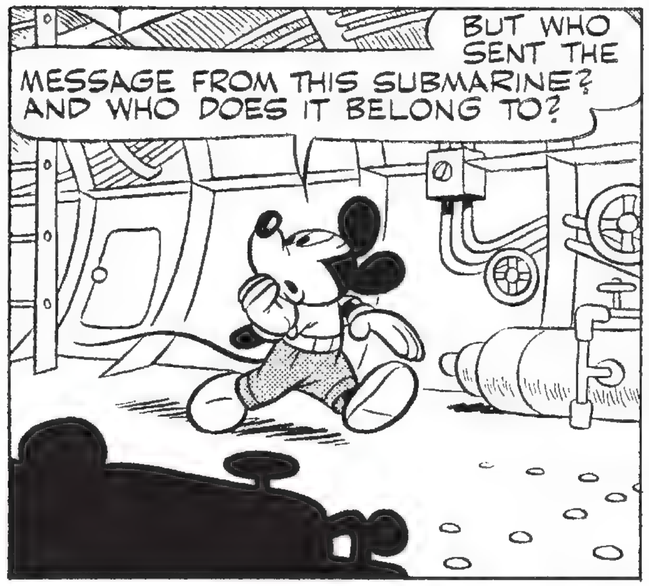
BETTER TAKE OFF MY PRESSURE BELT! I MIGHT EXPLODE SUDDENLY!


HELLO! FUNNY! DOESN'T SEEM TO BE ANYONE HERE! HEY.....!
WALT DISNEY
12/2

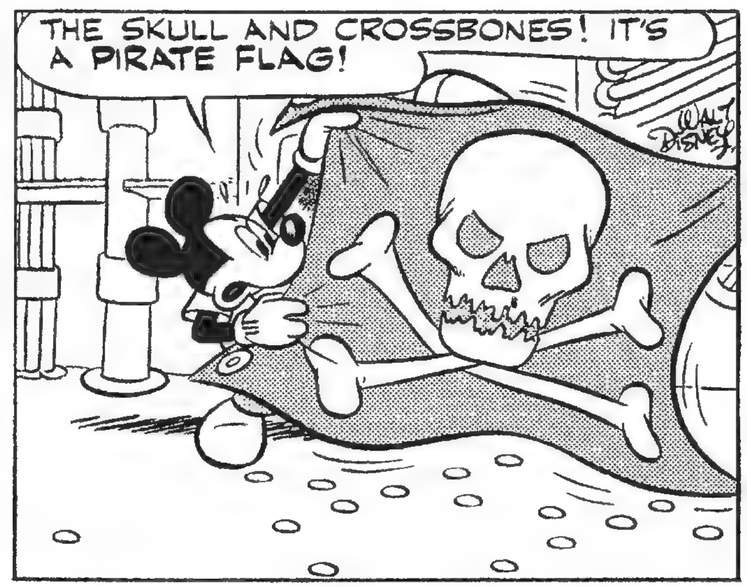
BUT THIS SUBMARINE CAN'T BE EMPTY! SOMEONE SENT THAT MESSAGE! HELLO!
12-4

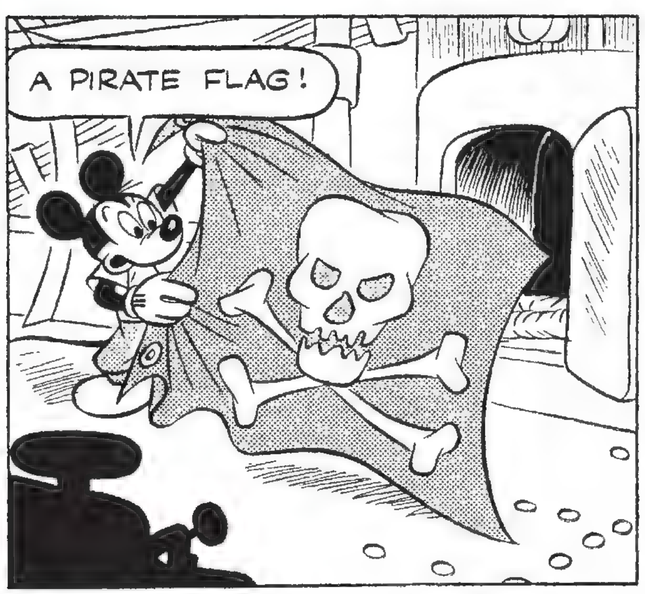

ANYONE HERE? OOP!!?

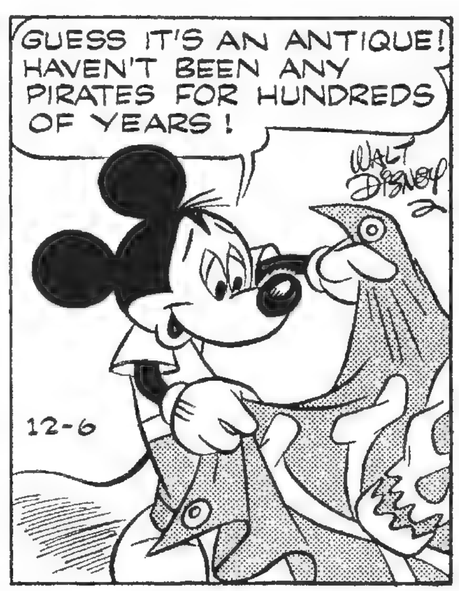

AN OLD BOOT! GEE...THIS PLACE IS BEGINNING TO GIVE ME THE CREEPS!
WALT DISNEY

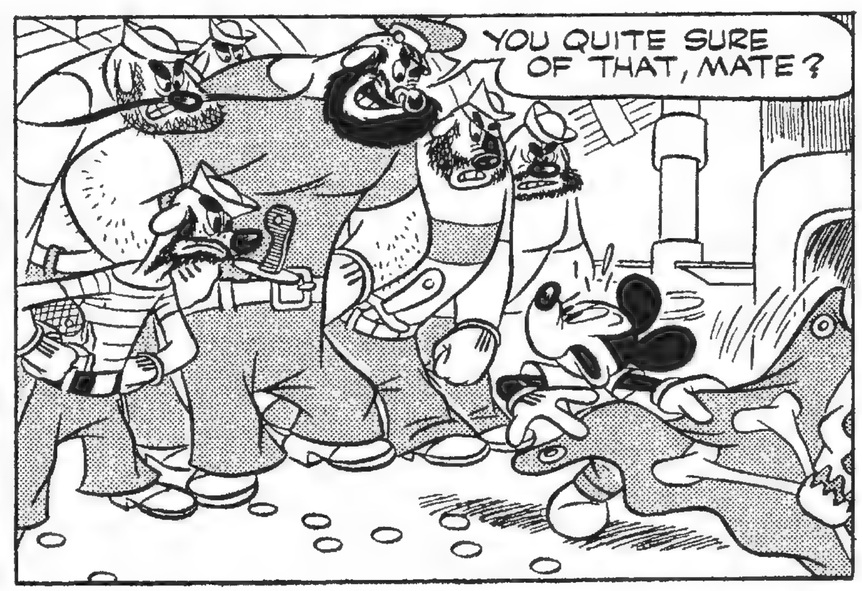

BUT WHO SENT THE MESSAGE FROM THIS SUBMARINE? AND WHO DOES IT BELONG TO?

WHAT'S THIS?
12/5

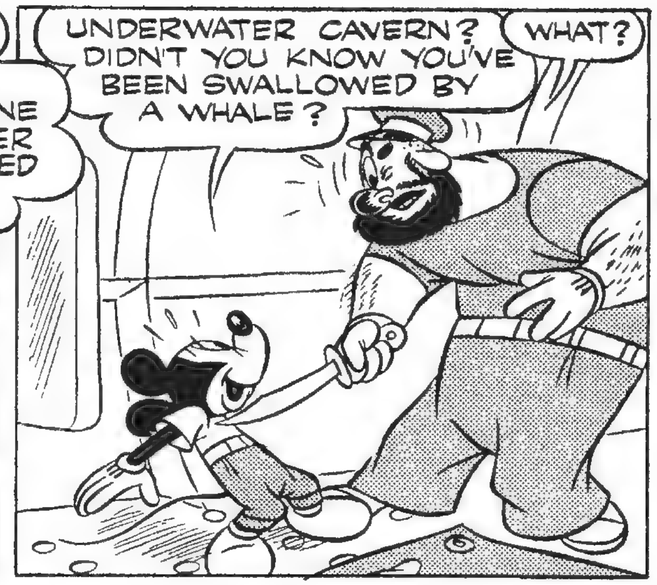

THE SKULL AND CROSSBONES! IT'S A PIRATE FLAG!
WALT DISNEY

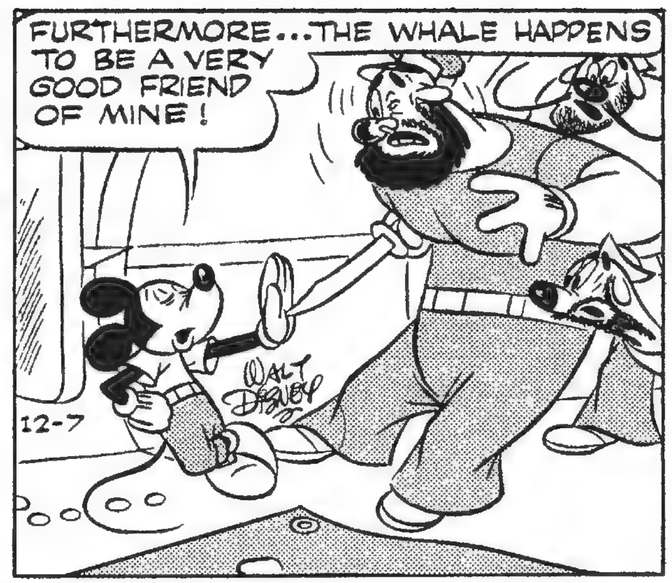

A PIRATE FLAG!

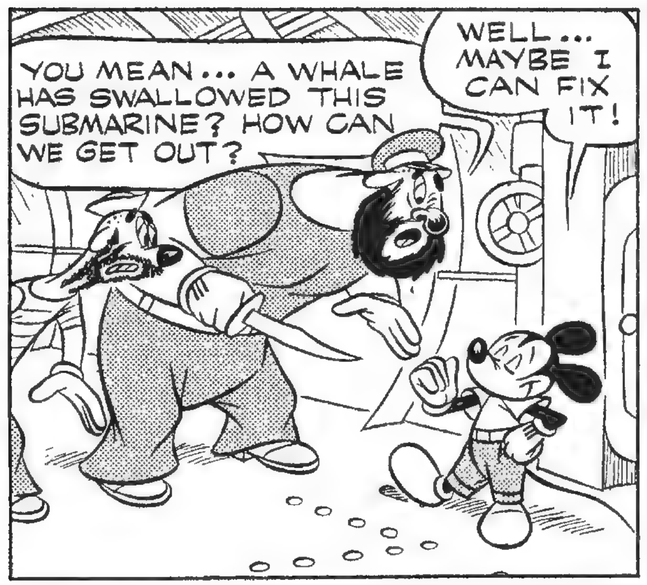

GUESS IT'S AN ANTIQUE! HAVEN'T BEEN ANY PIRATES FOR HUNDREDS OF YEARS!
WALT DISNEY
12-6

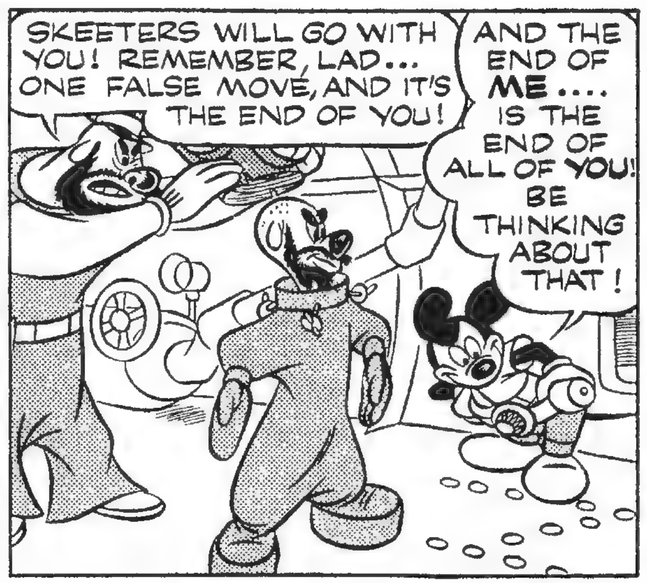

YOU QUITE SURE OF THAT, MATE?

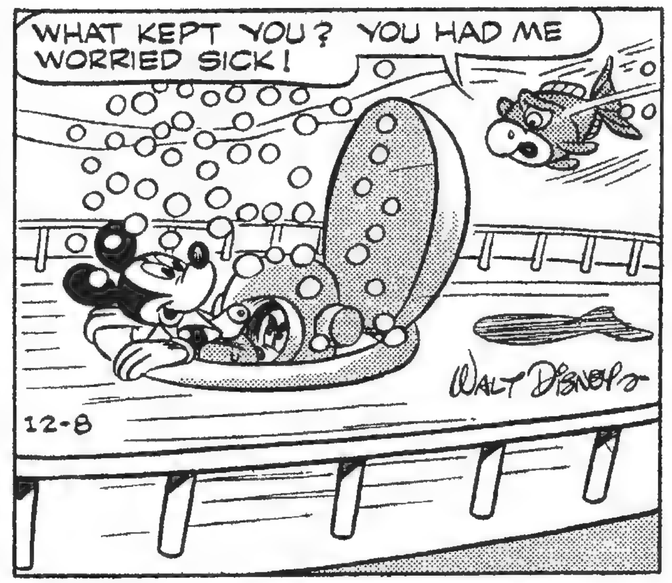
P-PIRATES? REAL PIRATES?
RIGHT, LAD! NOW... WE'D LIKE YOU TO GUIDE THIS SUBMARINE OUT OF THE UNDERWATER CAVERN WE'VE STUMBLED INTO!

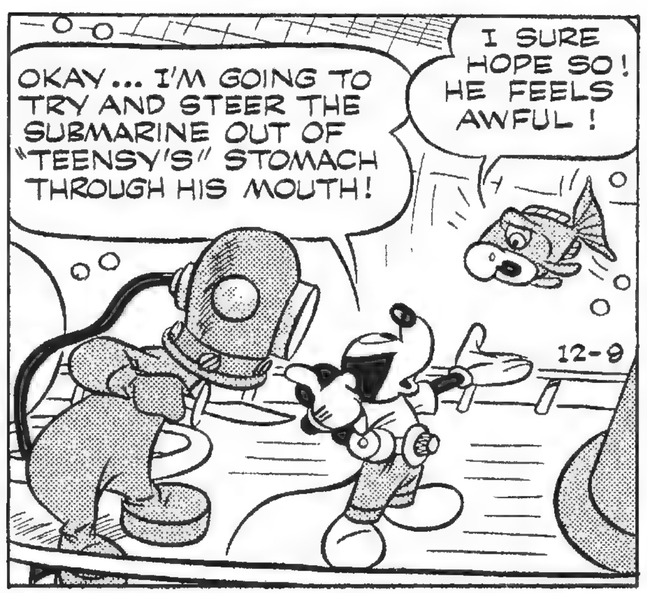

UNDERWATER CAVERN? DIDN'T YOU KNOW YOU'VE BEEN SWALLOWED BY A WHALE?
WHAT?

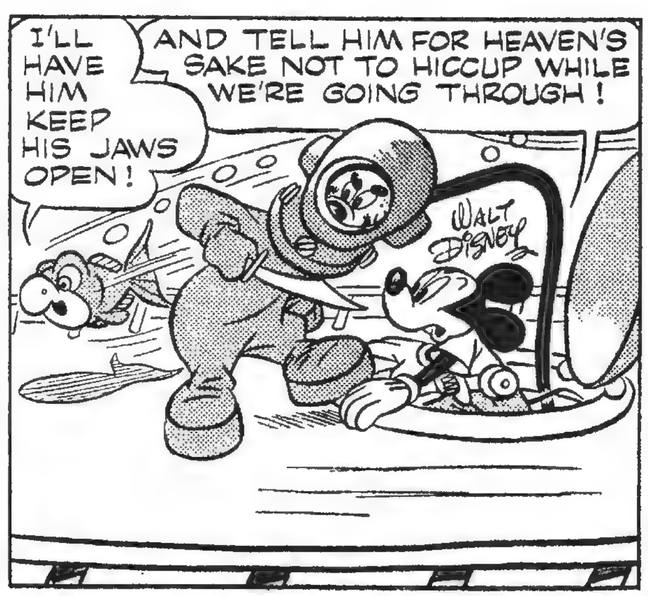

FURTHERMORE...THE WHALE HAPPENS TO BE A VERY GOOD FRIEND OF MINE!
WALT DISNEY
12-7

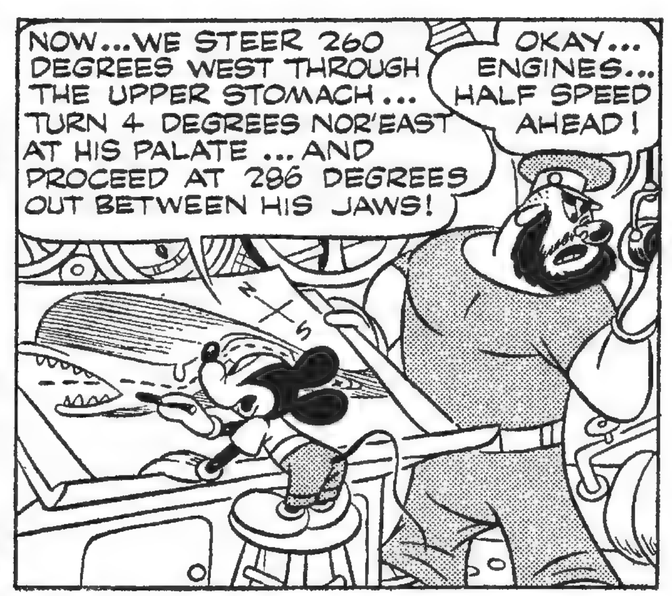

YOU MEAN... A WHALE HAS SWALLOWED THIS SUBMARINE? HOW CAN WE GET OUT?
WELL... MAYBE I CAN FIX IT!

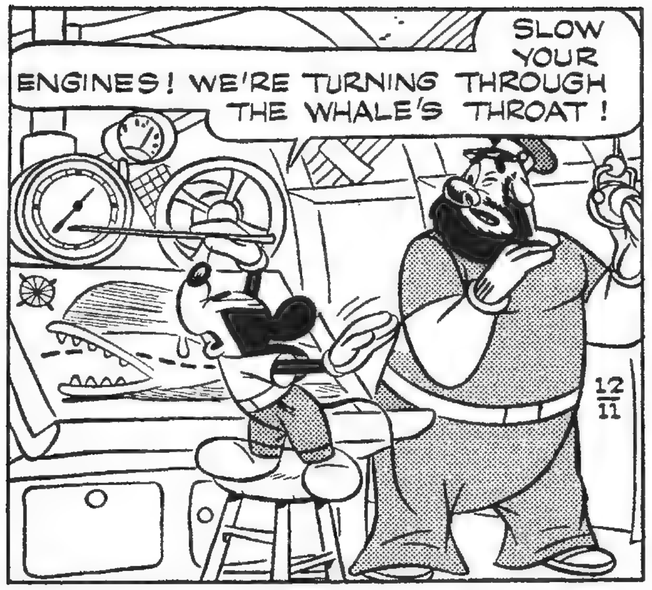

SKEETERS WILL GO WITH YOU! REMEMBER, LAD... ONE FALSE MOVE, AND IT'S THE END OF YOU!
AND THE END OF ME.... IS THE END OF ALL OF YOU! BE THINKING ABOUT THAT!

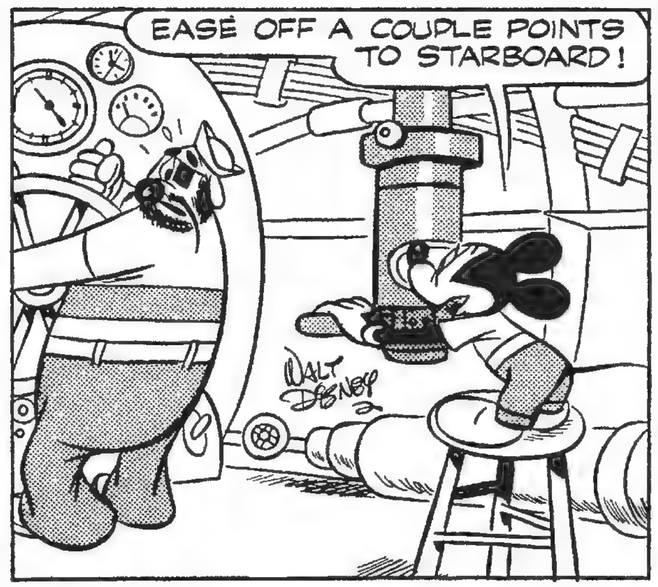

WHAT KEPT YOU? YOU HAD ME WORRIED SICK!
WALT DISNEY
12-8

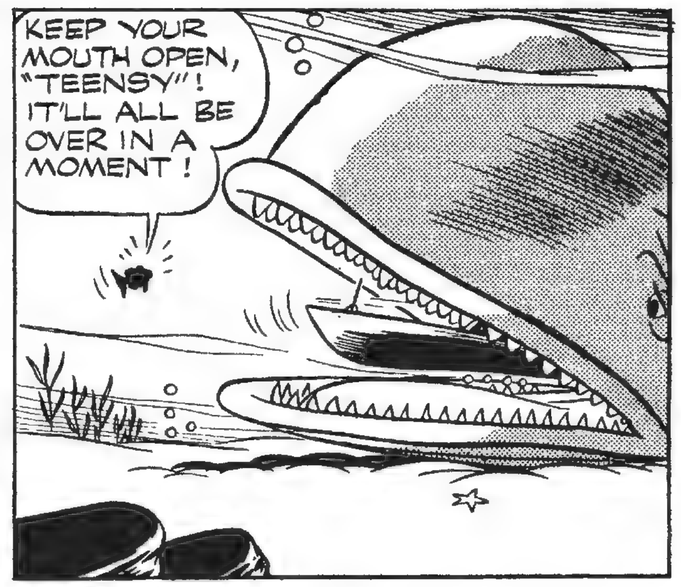

OKAY... I'M GOING TO TRY AND STEER THE SUBMARINE OUT OF "TEENSY'S" STOMACH THROUGH HIS MOUTH!
I SURE HOPE SO! HE FEELS AWFUL!
12-9

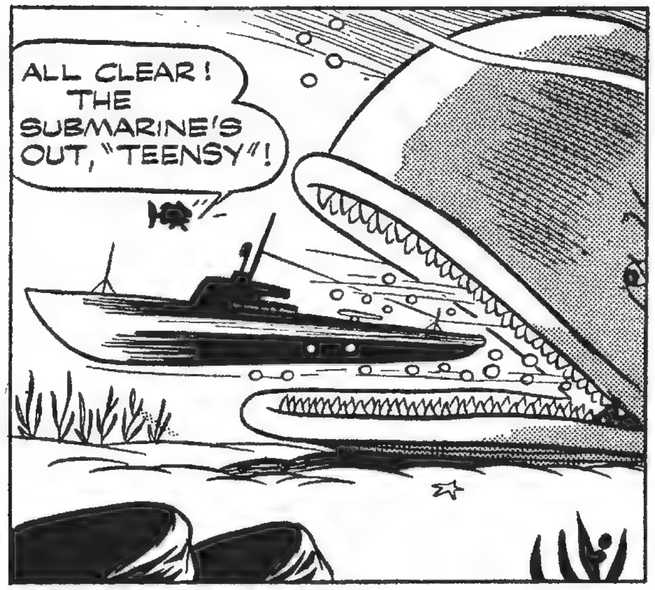

I'LL HAVE HIM KEEP HIS JAWS OPEN!
AND TELL HIM FOR HEAVEN'S SAKE NOT TO HICCUP WHILE WE'RE GOING THROUGH!
WALT DISNEY

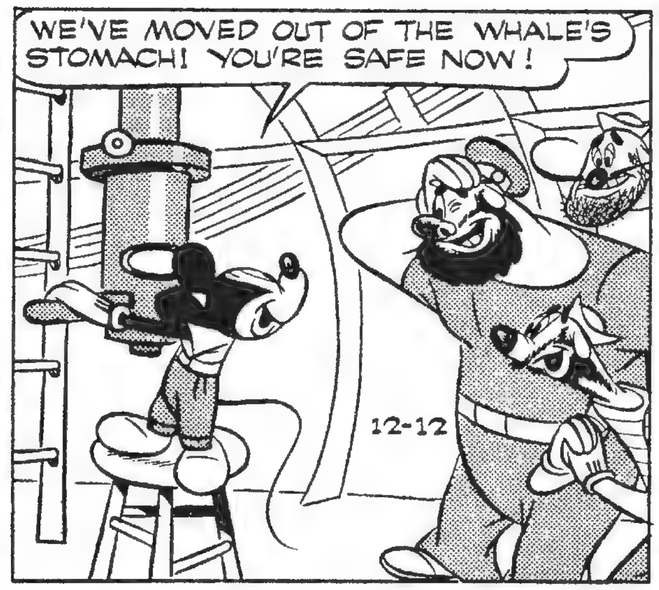

NOW...WE STEER 260 DEGREES WEST THROUGH THE UPPER STOMACH... TURN 4 DEGREES NOR'EAST AT HIS PALATE ...AND PROCEED AT 286 DEGREES OUT BETWEEN HIS JAWS!
OKAY... ENGINES... HALF SPEED AHEAD!

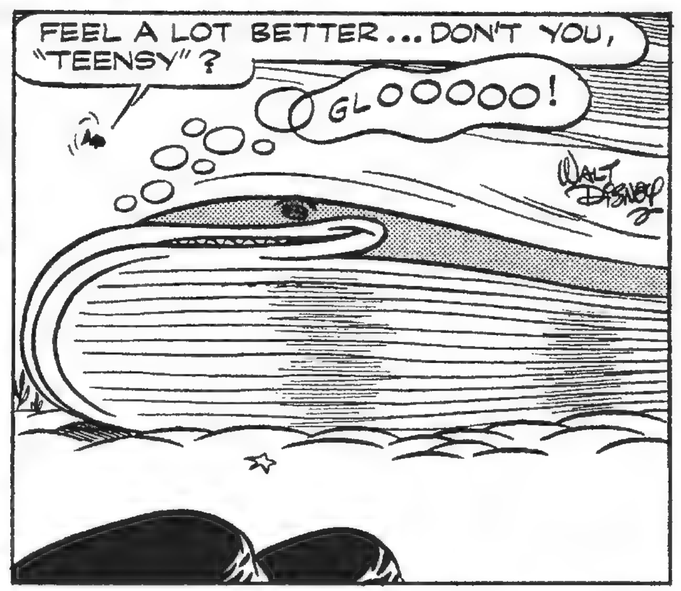

SLOW YOUR ENGINES! WE'RE TURNING THROUGH THE WHALE'S THROAT!
12/11

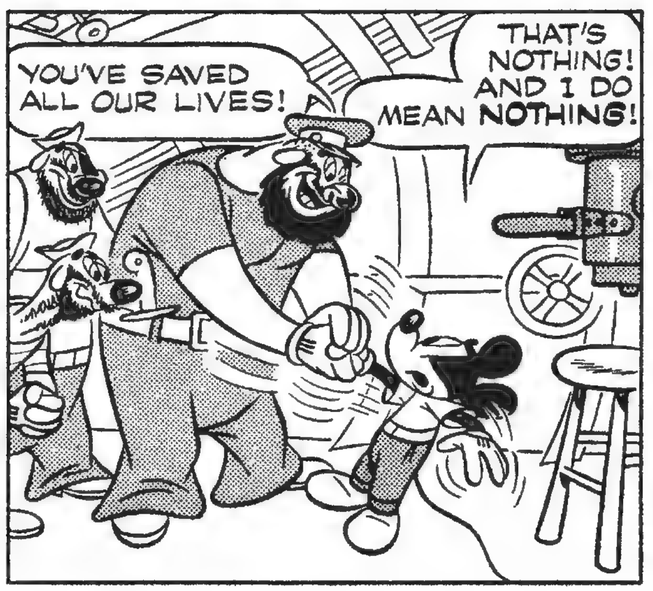

EASE OFF A COUPLE POINTS TO STARBOARD!


KEEP YOUR MOUTH OPEN, "TEENSY"! IT'LL ALL BE OVER IN A MOMENT!

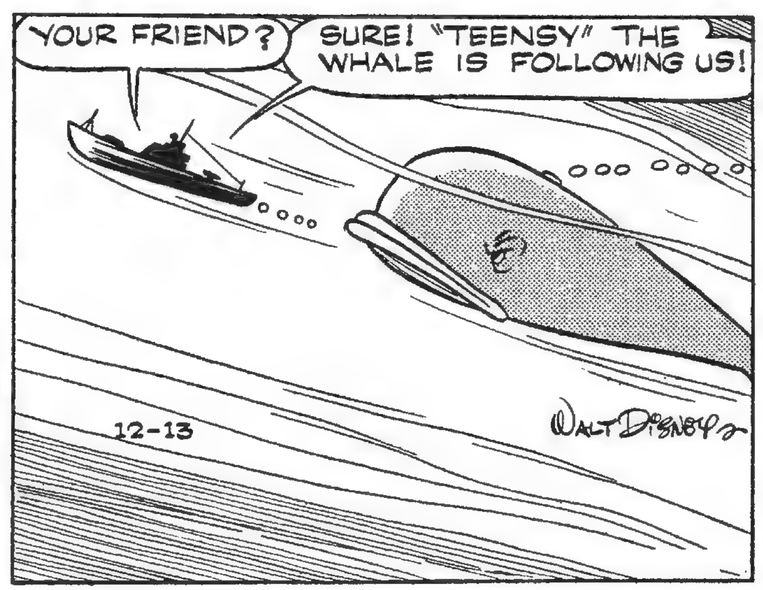

ALL CLEAR! THE SUBMARINE'S OUT, "TEENSY"!

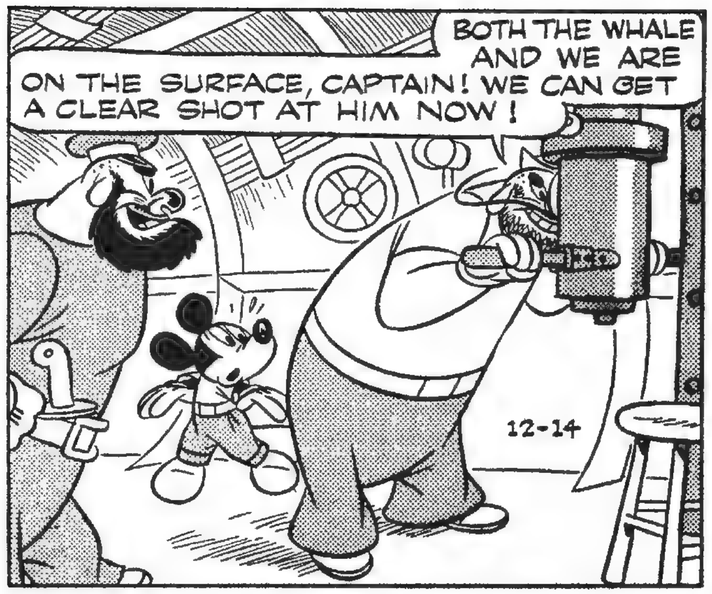

WE'VE MOVED OUT OF THE WHALE'S STOMACH! YOU'RE SAFE NOW!
12-12


FEEL A LOT BETTER... DON'T YOU, "TEENSY"?
GLOOOOO!

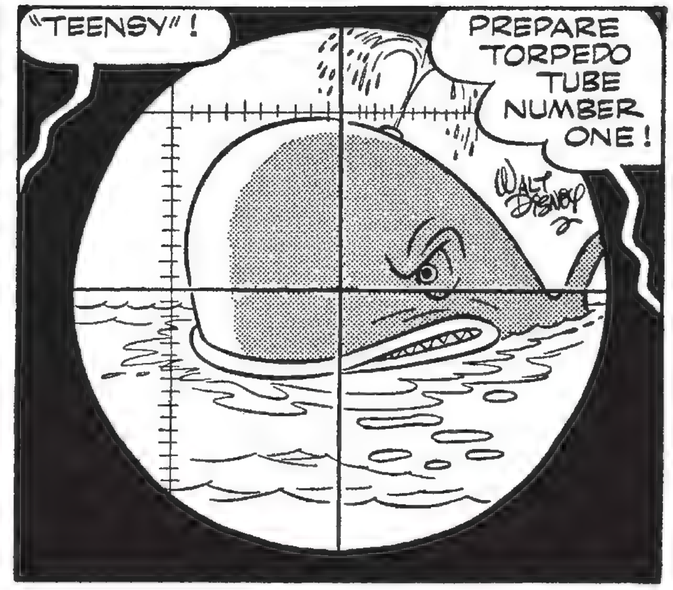

YOU'VE SAVED ALL OUR LIVES!
THAT'S NOTHING! AND I DO MEAN NOTHING!

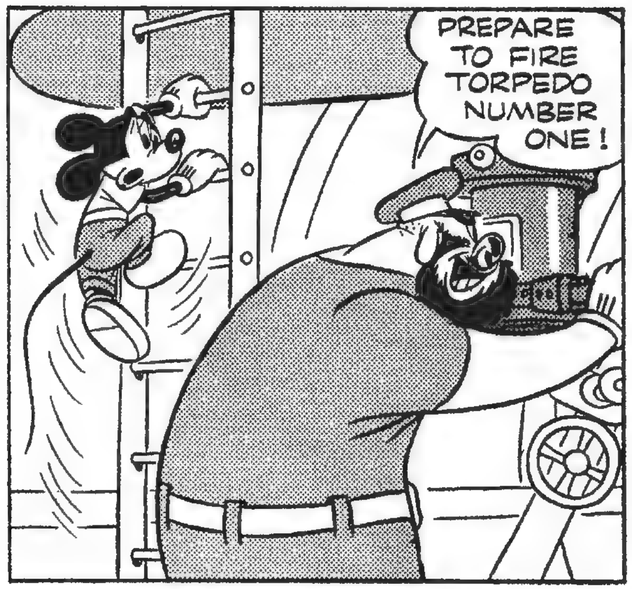
NOW THAT WE'RE THROUGH WITH YOU, LAD... WE'LL SLIT YOUR GULLET AND THROW YOU OUT!
OKAY... BUT IT'S GOING TO MAKE MY FRIEND AWFULLY MAD!

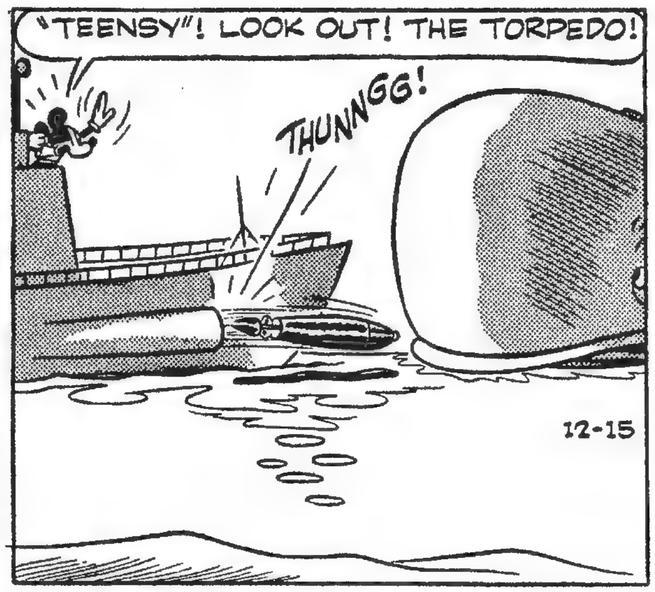

YOUR FRIEND?
SURE! "TEENSY" THE WHALE IS FOLLOWING US!
12-13

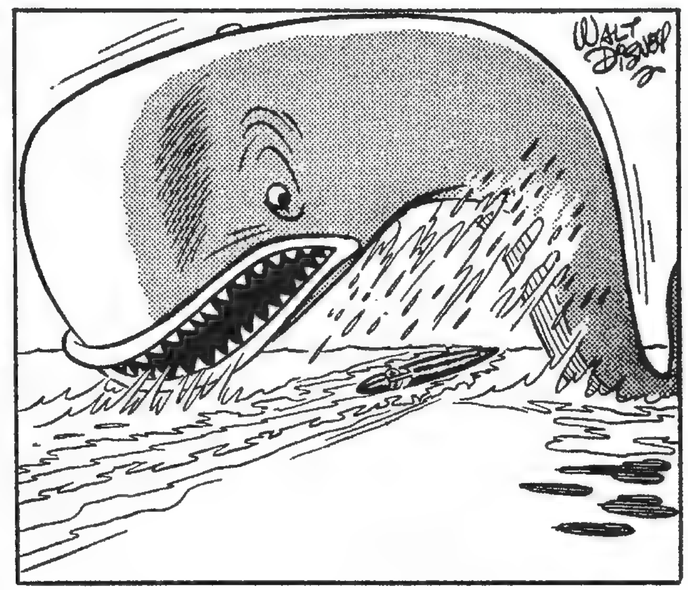

BOTH THE WHALE AND WE ARE ON THE SURFACE, CAPTAIN! WE CAN GET A CLEAR SHOT AT HIM NOW!
12-14

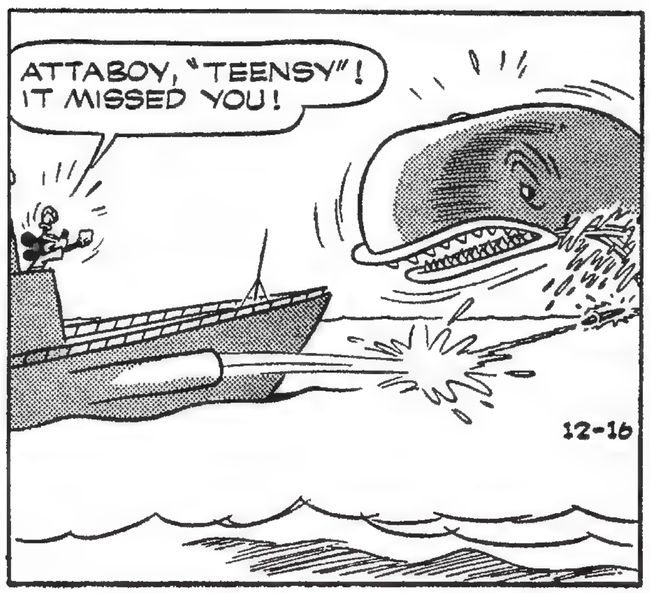
HERE, LAD... CARE TO HAVE A LAST LOOK AT YOUR WHALE FRIEND... BEFORE WE PUT A TORPEDO IN HIS SIDE?

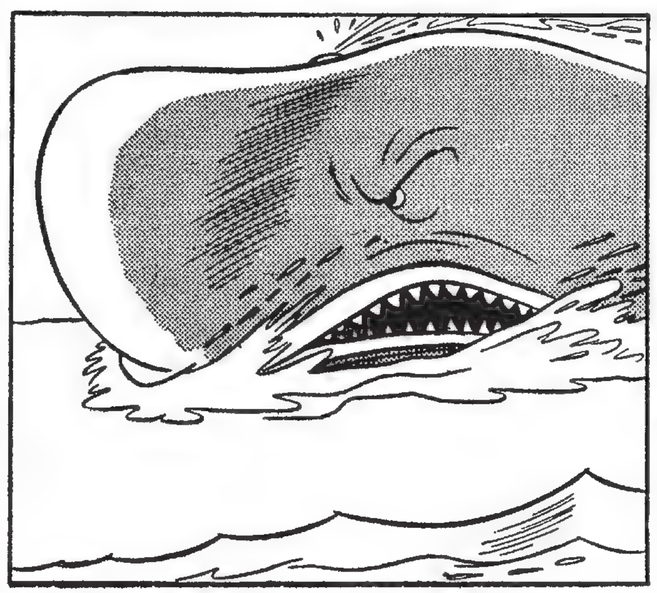

"TEENSY"!
PREPARE TORPEDO TUBE NUMBER ONE!
WALT DISNEY

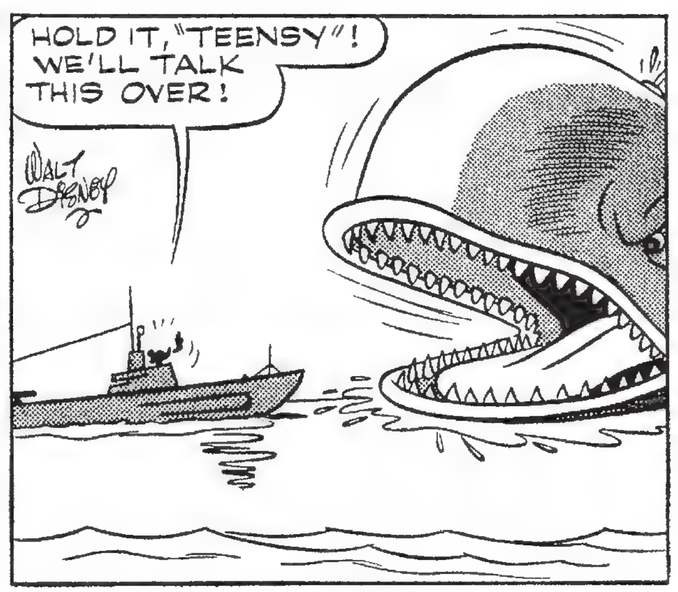

PREPARE TO FIRE TORPEDO NUMBER ONE!

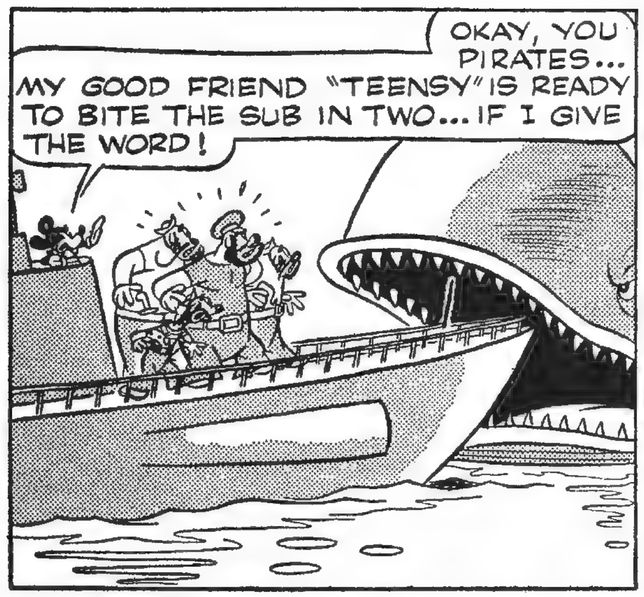

"TEENSY"! LOOK OUT! THE TORPEDO!
THUNNGG!
12-15

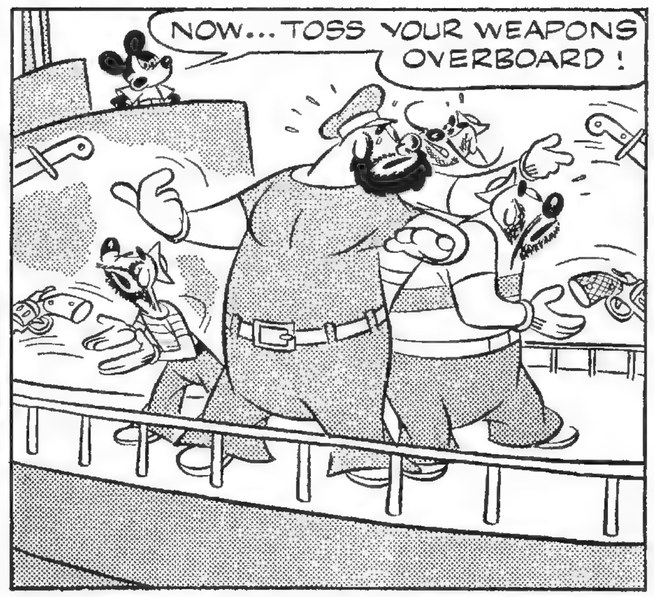

WALT DISNEY

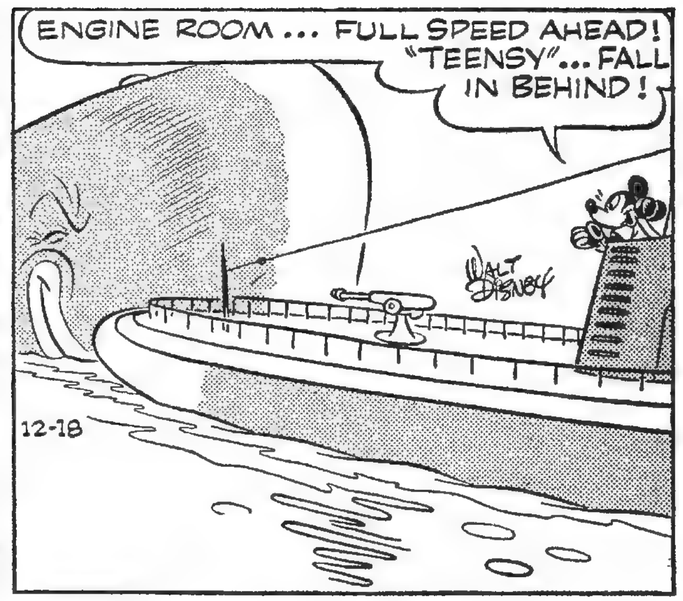

ATTABOY, "TEENSY"! IT MISSED YOU!
12-16

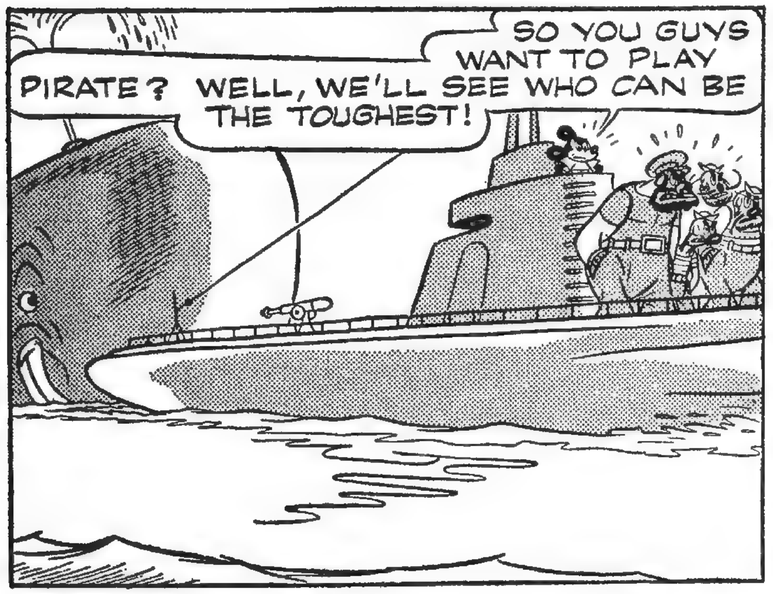


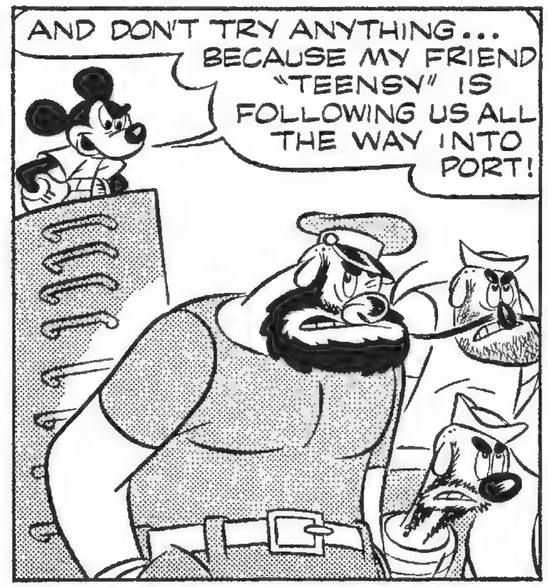

HOLD IT, "TEENSY"! WE'LL TALK THIS OVER!
WALT DISNEY

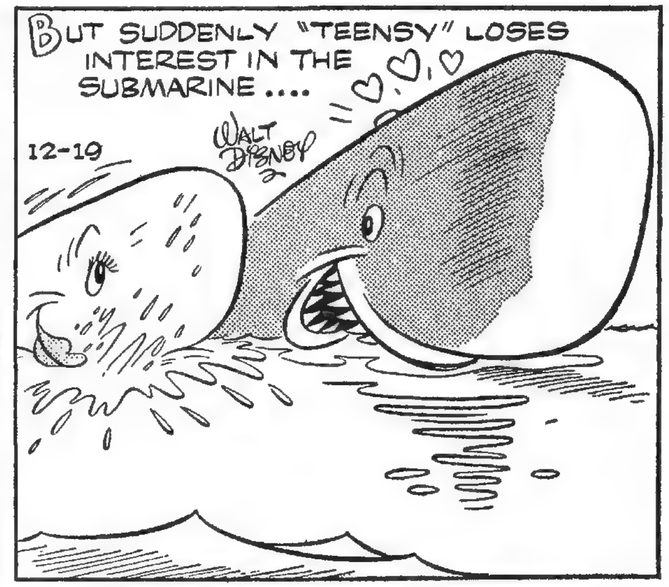

OKAY, YOU PIRATES... MY GOOD FRIEND "TEENSY" IS READY TO BITE THE SUB IN TWO... IF I GIVE THE WORD!

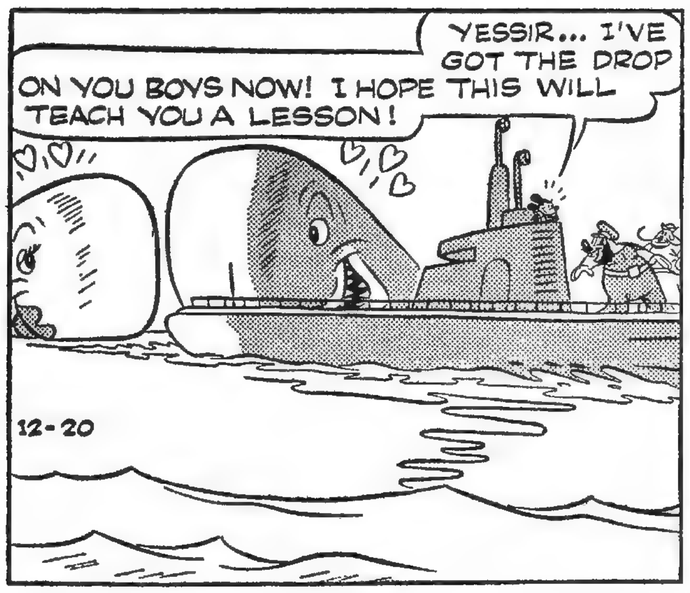

NOW... TOSS YOUR WEAPONS OVERBOARD!

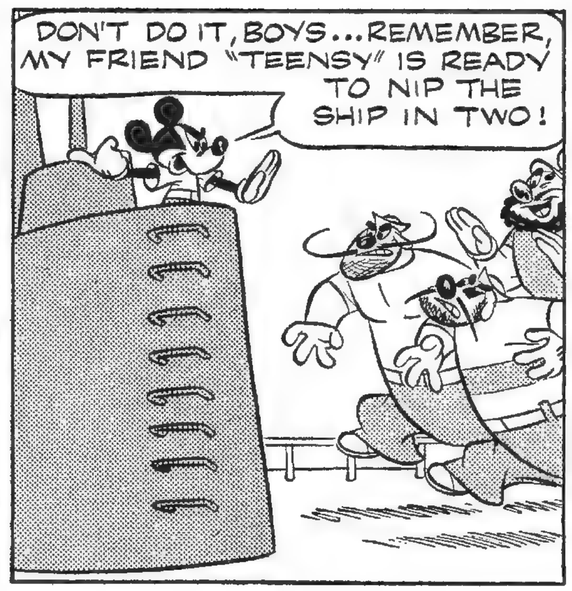

ENGINE ROOM... FULL SPEED AHEAD! "TEENSY"... FALL IN BEHIND!
WALT DISNEY
12-18

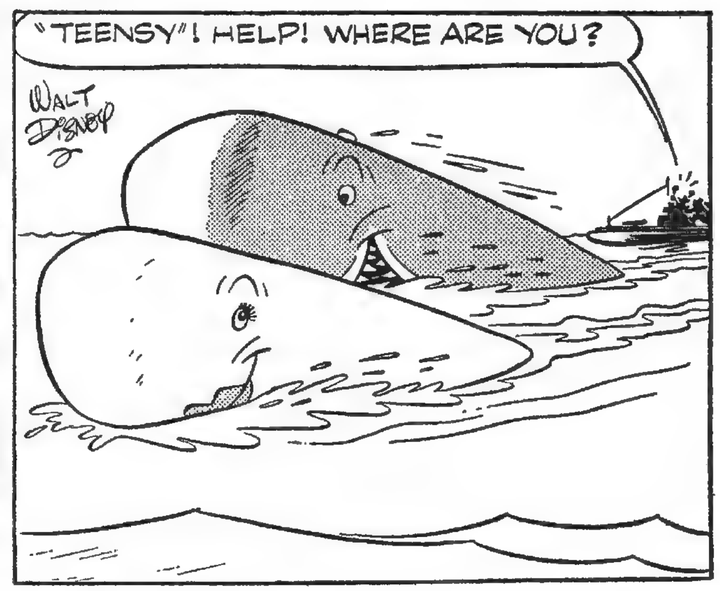

PIRATE? WELL, WE'LL SEE WHO CAN BE THE TOUGHEST!
SO YOU GUYS WANT TO PLAY

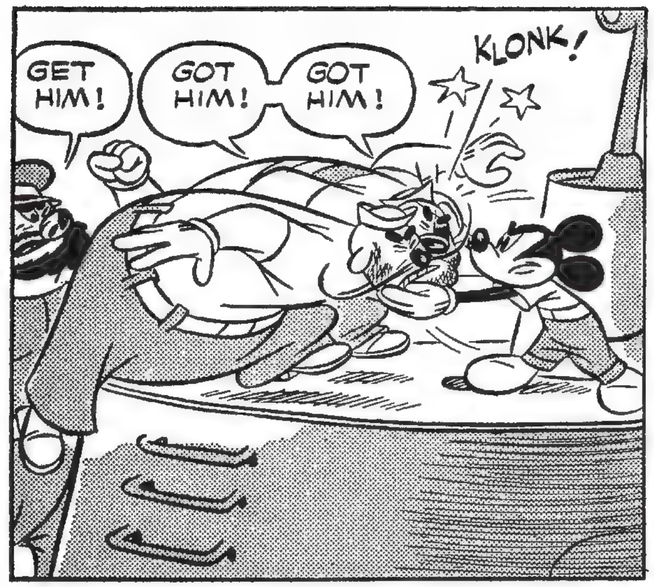

AND DON'T TRY ANYTHING... BECAUSE MY FRIEND "TEENSY" IS FOLLOWING US ALL THE WAY INTO PORT!

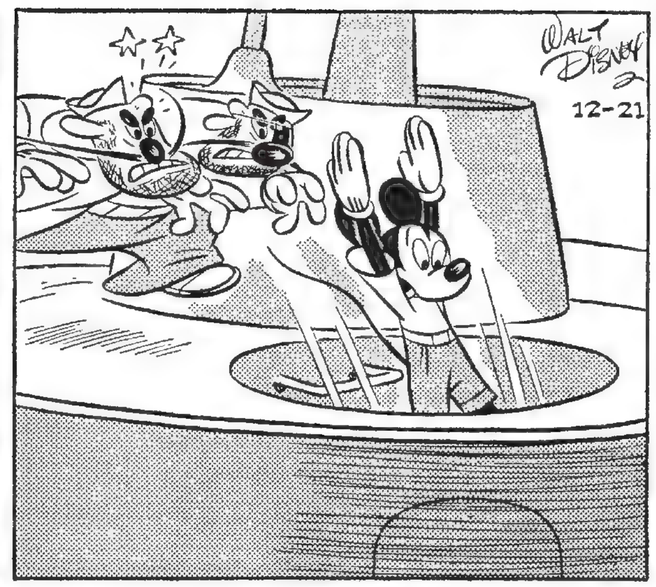

BUT SUDDENLY "TEENSY" LOSES INTEREST IN THE SUBMARINE....
12-19
WALT DISNEY


YESSIR... I'VE GOT THE DROP ON YOU BOYS NOW! I HOPE THIS WILL TEACH YOU A LESSON!
12-20

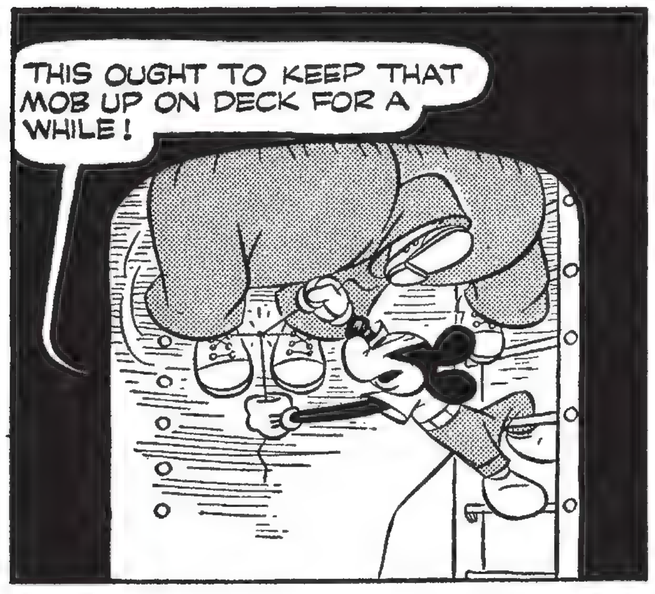

DON'T DO IT, BOYS... REMEMBER, MY FRIEND "TEENSY" IS READY TO NIP THE SHIP IN TWO!

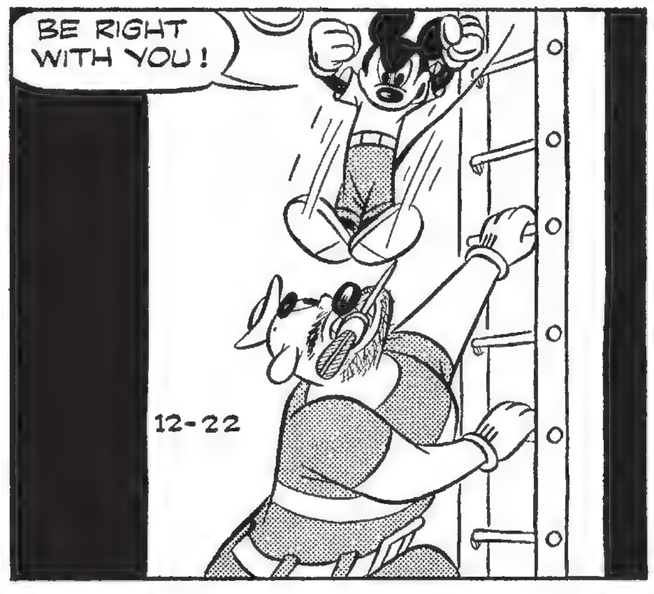

"TEENSY"! HELP! WHERE ARE YOU?
WALT DISNEY


GET HIM!
GOT HIM!
GOT HIM!
KLONK!


WALT DISNEY
12-21

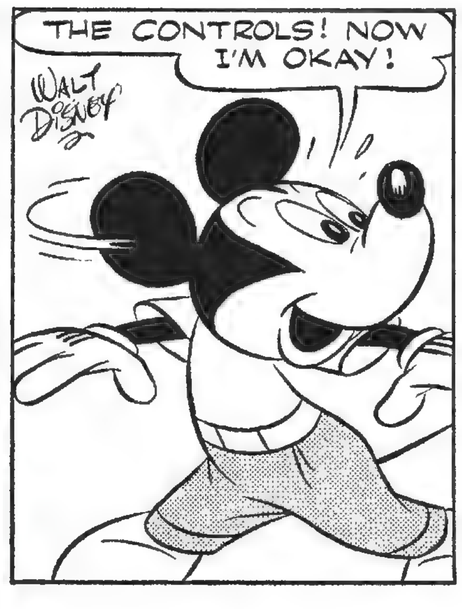
OUT OF THE WAY, YOU SWABS! LET ME AT HIM!
CAN'T, SIR! WE'RE PLUGGED TIGHT!

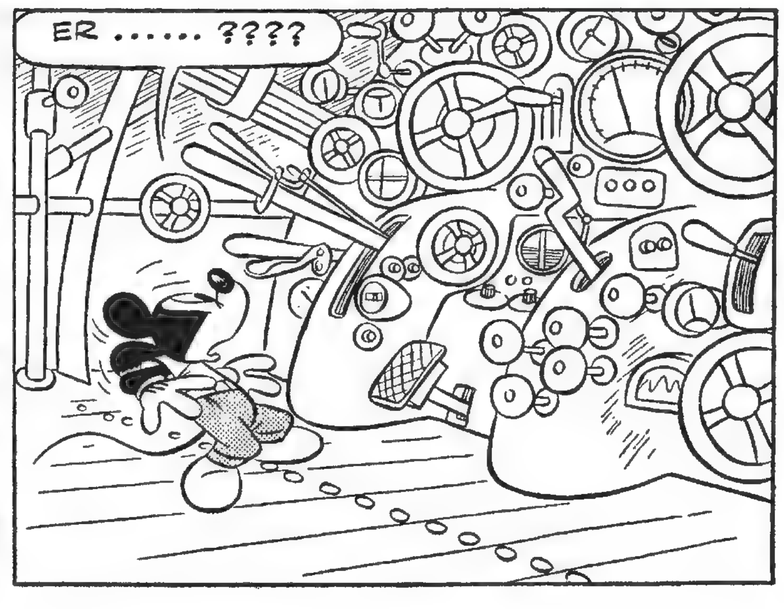

THIS OUGHT TO KEEP THAT MOB UP ON DECK FOR A WHILE!

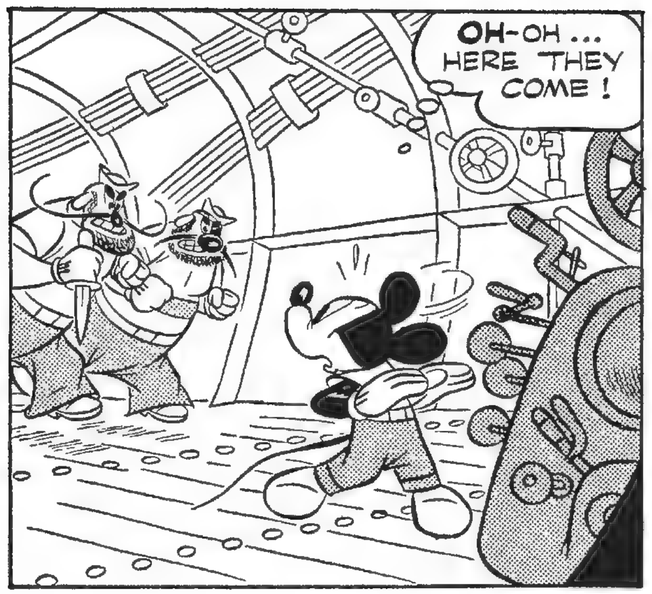

BE RIGHT WITH YOU!
12-22

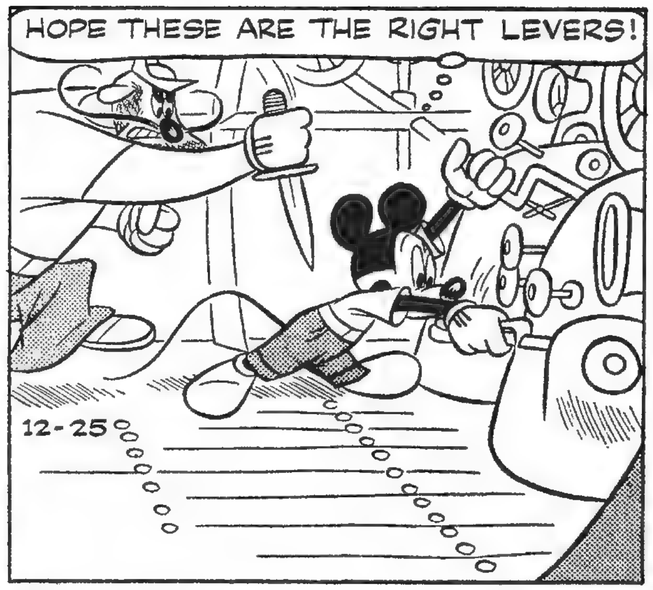
IF I COULD ONLY QUIT NOW...WHILE I'M WINNING!
SYUZUI-
WALT DISNEY

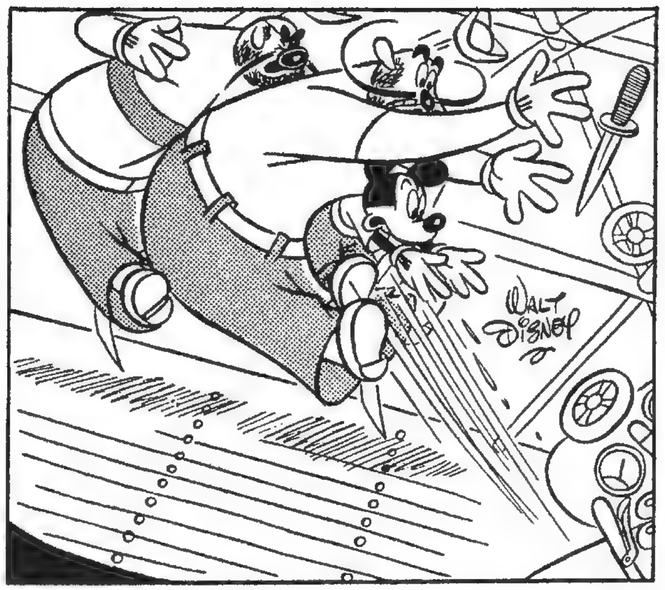
NOW... THE CONTROL PANELS!
IF I CAN ONLY SUBMERGE WHILE THOSE PIRATES ARE STUCK UP ON DECK!
12-23

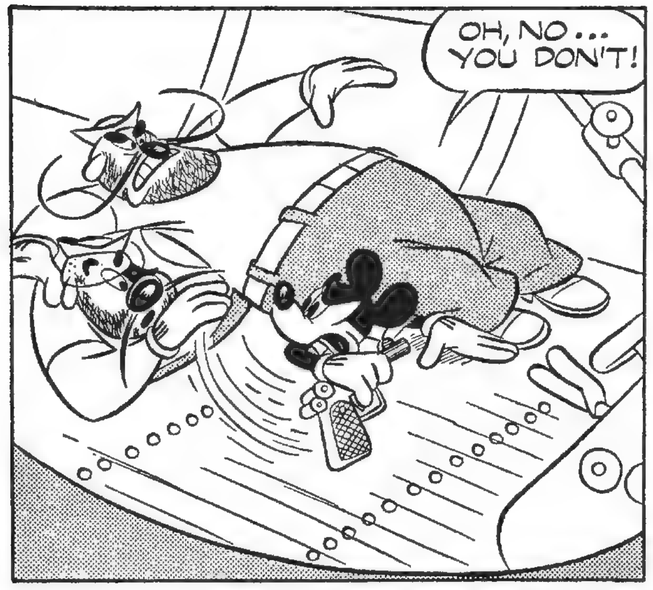

THE CONTROLS! NOW I'M OKAY!
WALT DISNEY

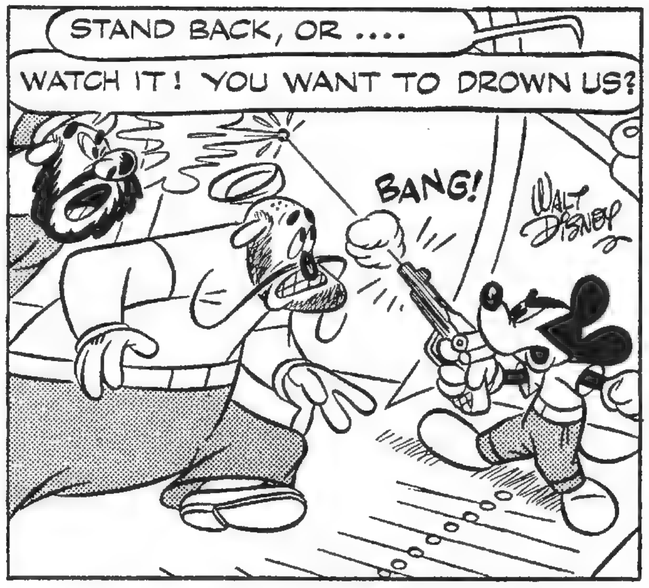

ER ..... ????

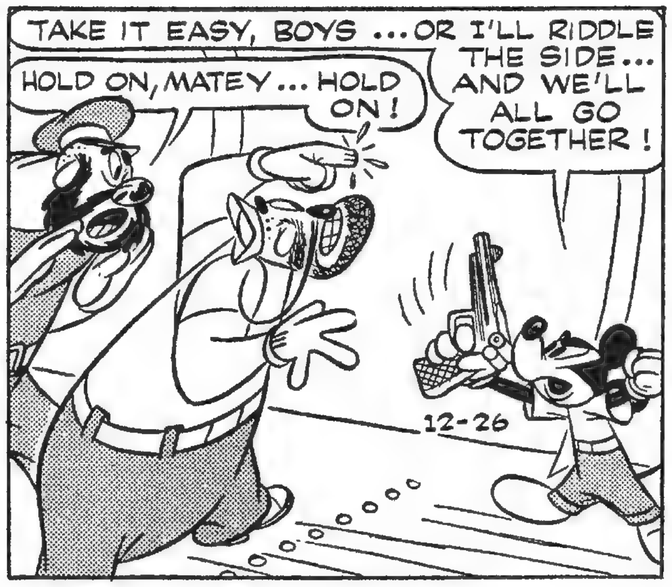

OH-OH ... HERE THEY COME !

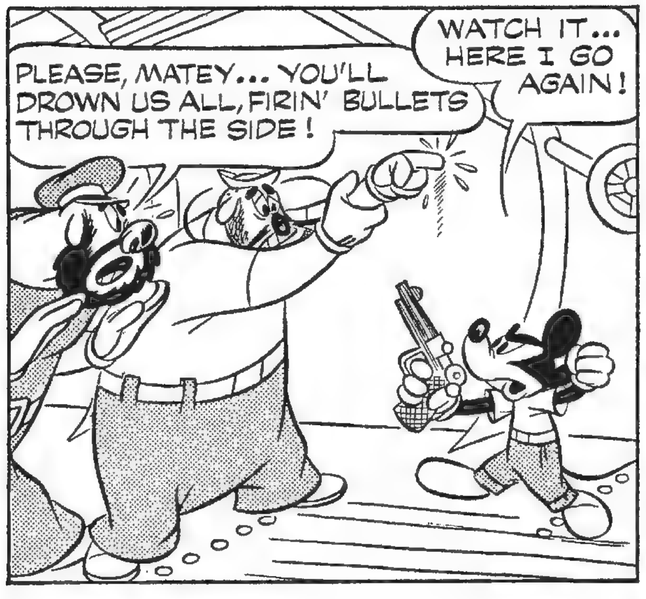

HOPE THESE ARE THE RIGHT LEVERS!
12-25

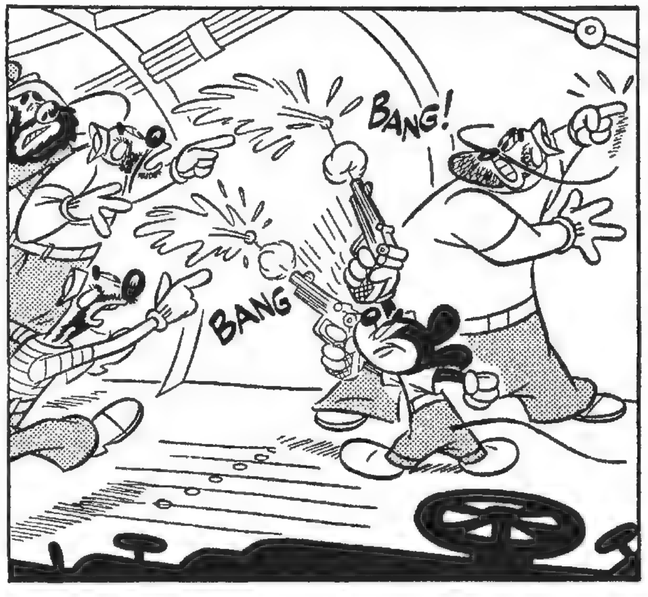

WALT DISNEY

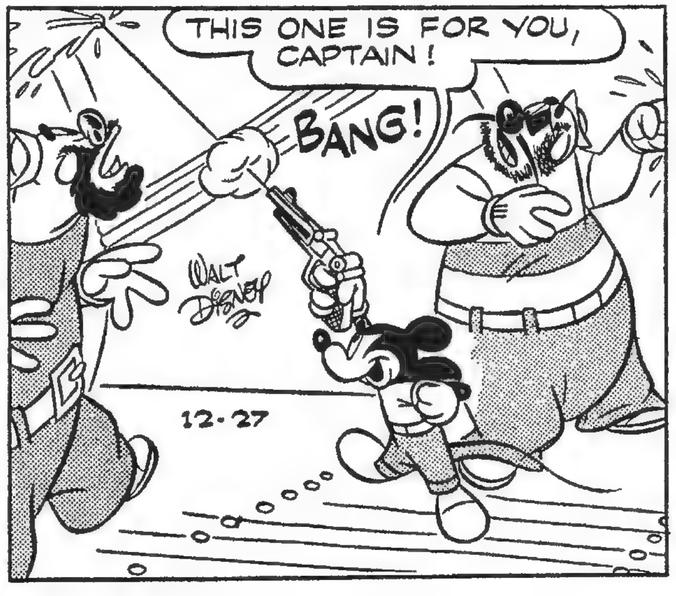

OH, NO... YOU DON'T!


STAND BACK, OR ....
WATCH IT! YOU WANT TO DROWN US?
BANG!
WALT DISNEY

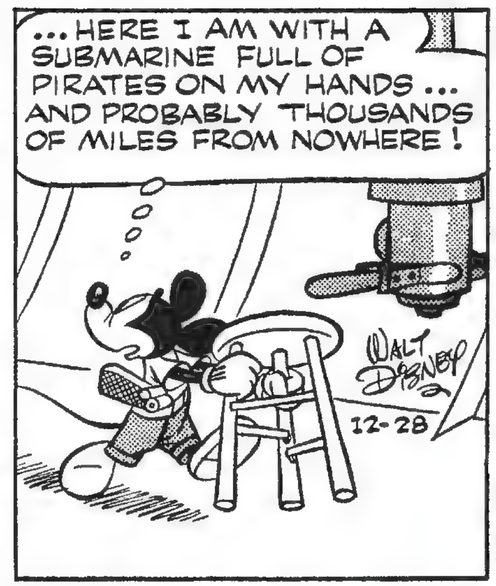

TAKE IT EASY, BOYS ... OR I'LL RIDDLE THE SIDE... AND WE'LL ALL GO TOGETHER !
HOLD ON, MATEY... HOLD ON !
12-26


PLEASE, MATEY... YOU'LL DROWN US ALL, FIRIN' BULLETS THROUGH THE SIDE !
WATCH IT... HERE I GO AGAIN !

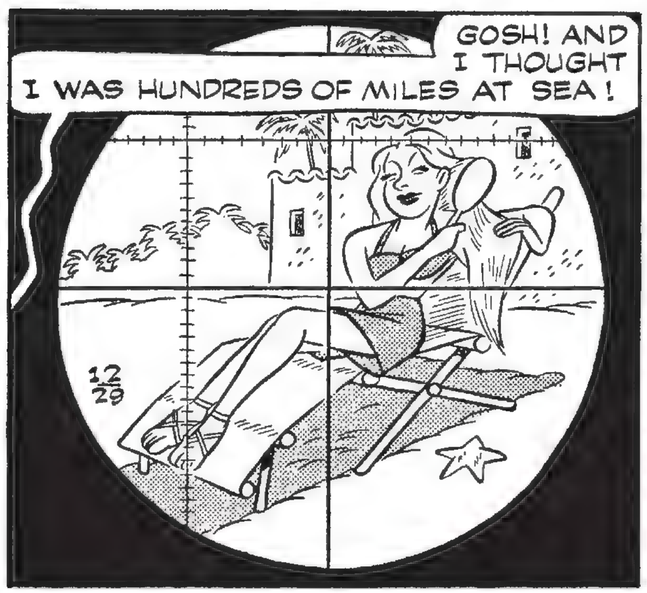

BANG!
BANG

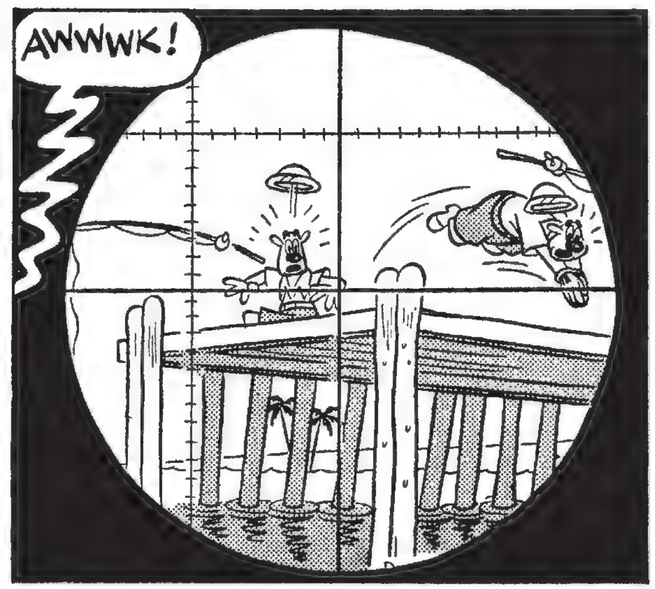

THIS ONE IS FOR YOU, CAPTAIN !
BANG!
WALT DISNEY
12-27

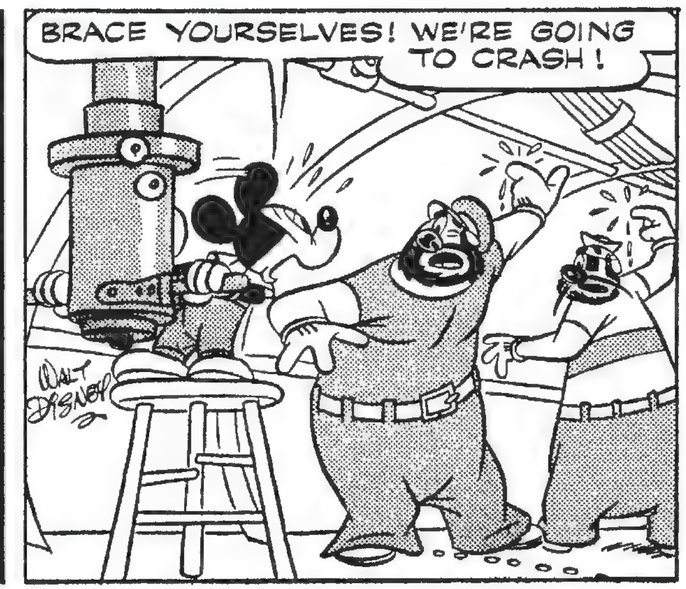
JUST REMEMBER, LADS ...THE MOMENT ONE OF YOU MOVES AWAY FROM ONE OF THOSE HOLES... WE'LL ALL DROWN!
WE'LL GET YOU YET, MATEY!

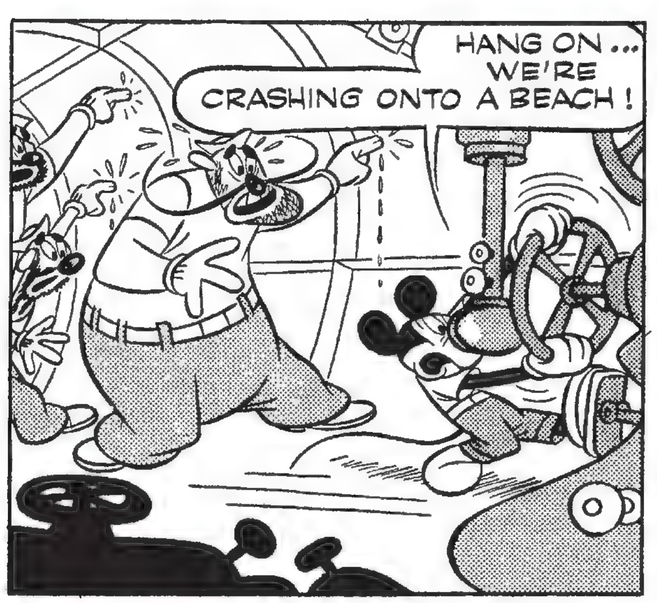

...HERE I AM WITH A SUBMARINE FULL OF PIRATES ON MY HANDS ... AND PROBABLY THOUSANDS OF MILES FROM NOWHERE!
WALT DISNEY
12-28

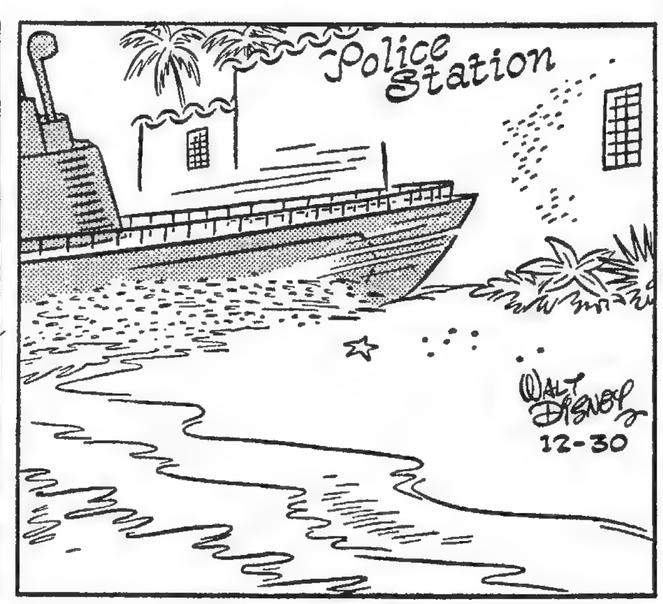
HUH?

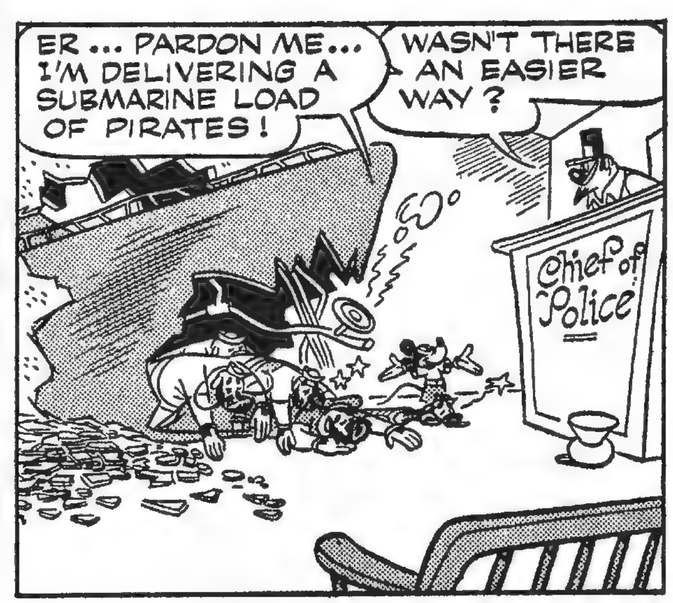

GOSH! AND I THOUGHT I WAS HUNDREDS OF MILES AT SEA!
12/29


AWWWK!


BRACE YOURSELVES! WE'RE GOING TO CRASH!
WALT DISNEY


HANG ON ... WE'RE CRASHING ONTO A BEACH!


Police Station
WALT DISNEY
12-30


ER ... PARDON ME... I'M DELIVERING A SUBMARINE LOAD OF PIRATES!
WASN'T THERE AN EASIER WAY?
Chief of Police

TZIG-TZAG FEVER

JANUARY 1, 1951
–
MARCH 24, 1951

SO FAR BUT NO SAFARI

In the "first world" comics of the 1950s, Africa—as depicted—bore less in common with its real-life equivalent than with the planet Mars and the Wild West: simple, unrealistic locations for adventure, all three. Of course, adventure in a Bill Walsh story meant something very different than it had for Gottfredson in the 1930s. In "Tzig-Tzag Fever," bitten by the deadly Tzig-Tzag fly, Mickey must travel to a far-off African region to find a tribe that can cure him. On his journey, our hero meets many adventure-story clichés, only to find them portrayed in an almost postmodern style.

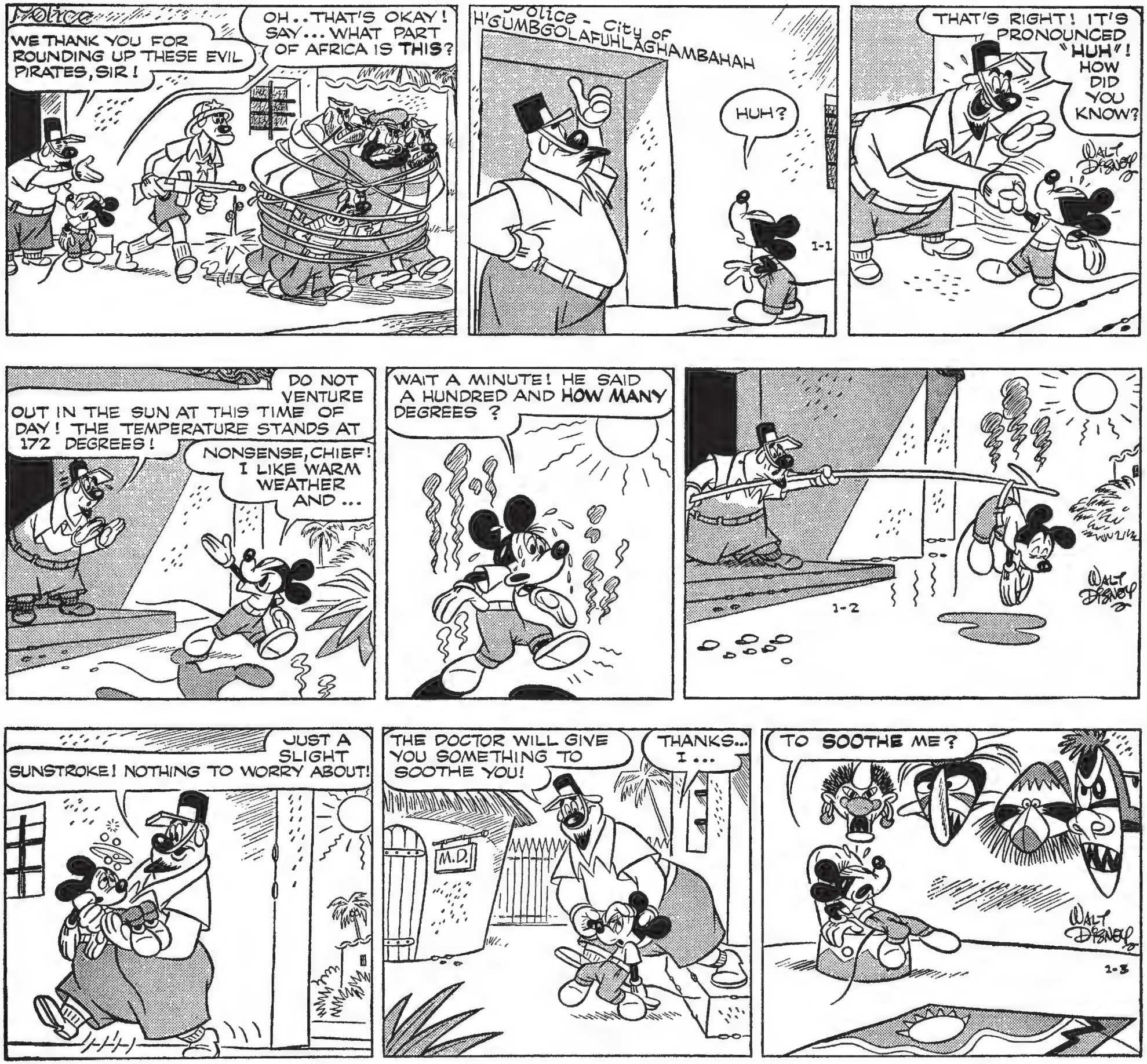
Walsh's stories are less pure adventure than—especially after Eega Beeva's departure—a sort of tongue-in-cheek *homage to* adventure, with a central source of humor being the inversion of traditional tropes. Thus a local warlock's office is designed like a Westernized doctor's office; and Mickey's guide is Jeffrey, a cultured gorilla who studied at the University of Humbridge. The jungle natives who take Mickey and Jeffrey prisoner are not cannibals, as it seems, but misunderstood vegetarians.

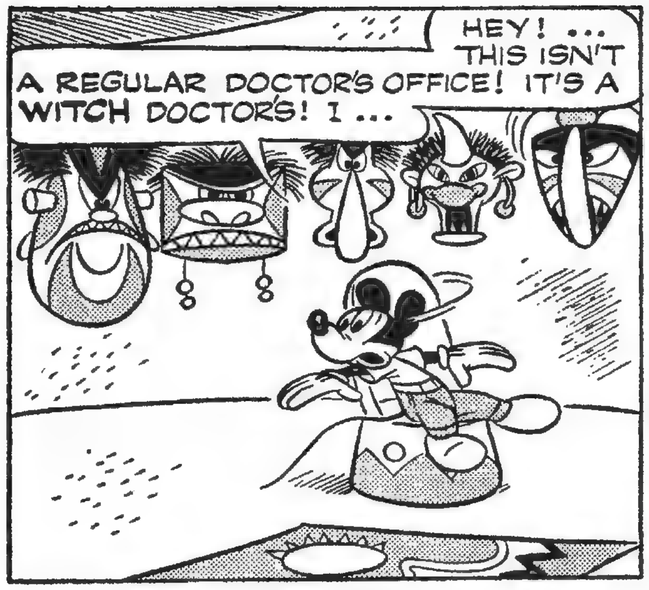
To our 21st-century eyes, of course, such a flippant portrayal of Africans might seem racist; Disney today prefers to avoid offending its readers. But Walsh was less willfully hurtful than casually insensitive. His spoof-Africa makes no pretense of commonality with the actual Africa; the writer's goal was less to hurt readers' feelings than to poke fun at their expectations. So cannibals are vegetarians and a barbaric gorilla erudite? In other Walsh serials, erudite space aliens are unexpectedly barbaric, and a charming princess unexpectedly evil. It is principally the use of Africa as a stage for such hijinks that feels like a misstep.

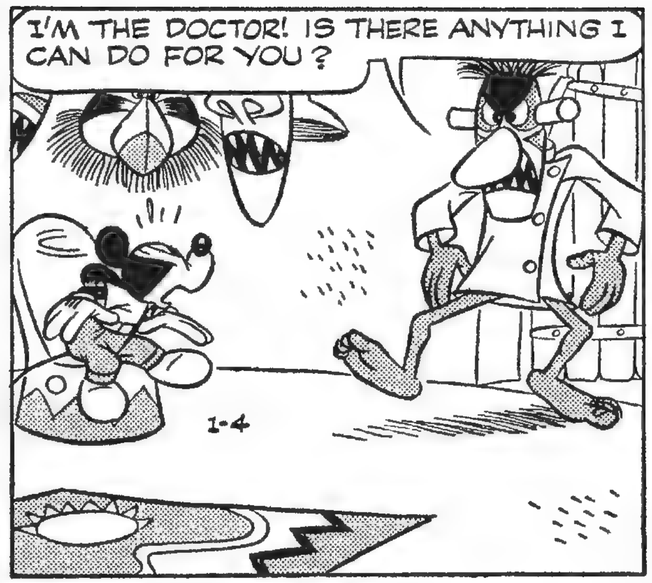
In the final act of "Tzig-Tzag Fever," Walsh plays with the traditional imagery of African mystery—aided by Gottfredson, whose art is at its peak. On an inaccessible plateau lives the Golden Goddess, a miniscule (shorter than Mickey!) blonde lady who transforms her visitors into little statues. In her realm we find unicorns, centaurs and other strange creatures. We have effectively entered the Africa of many Tarzan novels: the Ape Man himself is the only element absent from the mashup. Under these circumstances, it is no surprise that the Goddess should resemble Ayesha—the immortal woman of H. Rider Haggard's novel *She* (1886)—who in the 1930s had already inspired Lyman Young's Queen Loana in his *Tim Tyler's Luck* comic strip.

Referring to the movie *Casablanca* (1946), writer and scholar Umberto Eco stated that "when all the archetypes burst in shamelessly, we reach Homeric depths." Perhaps that is not the case with "Tzig-Tzag Fever," but we do end on another cliché: Mickey waking up to wonder whether his adventure was all just a dream.

— Stefano Priarone

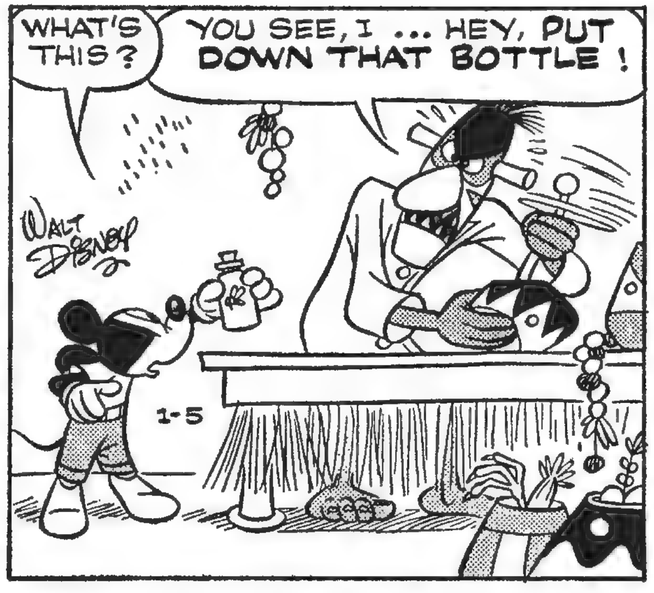

Police
WE THANK YOU FOR ROUNDING UP THESE EVIL PIRATES, SIR!
OH.. THAT'S OKAY! SAY... WHAT PART OF AFRICA IS THIS?
Police - City of H'GUMBGOLAFUHLAGHAMBAHAH
HUH?
1-1
THAT'S RIGHT! IT'S PRONOUNCED "HUH"! HOW DID YOU KNOW?
WALT DISNEY
DO NOT VENTURE OUT IN THE SUN AT THIS TIME OF DAY! THE TEMPERATURE STANDS AT 172 DEGREES!
NONSENSE, CHIEF! I LIKE WARM WEATHER AND ...
WAIT A MINUTE! HE SAID A HUNDRED AND HOW MANY DEGREES ?
1-2
WALT DISNEY
JUST A SLIGHT SUNSTROKE! NOTHING TO WORRY ABOUT!
THE DOCTOR WILL GIVE YOU SOMETHING TO SOOTHE YOU!
THANKS... I ...
M.D.
TO SOOTHE ME?
WALT DISNEY
1-3

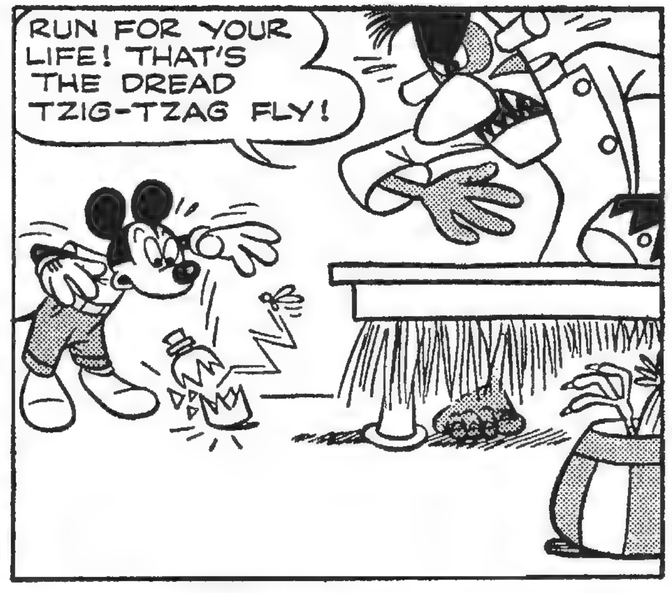

HEY! ... THIS ISN'T A REGULAR DOCTOR'S OFFICE! IT'S A WITCH DOCTOR'S! I ...


I'M THE DOCTOR! IS THERE ANYTHING I CAN DO FOR YOU?
1-4

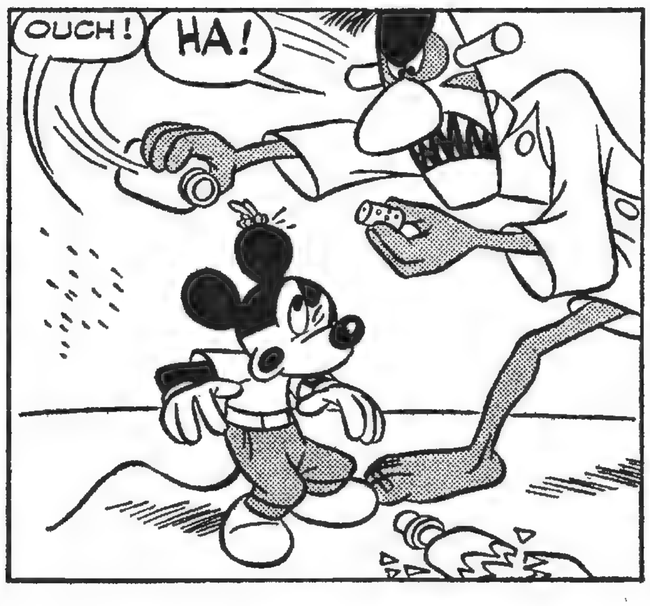
YES! HOW DO I GET OUT OF HERE?
NONSENSE, OLD MAN! JUST STEP INTO THE OFFICE!

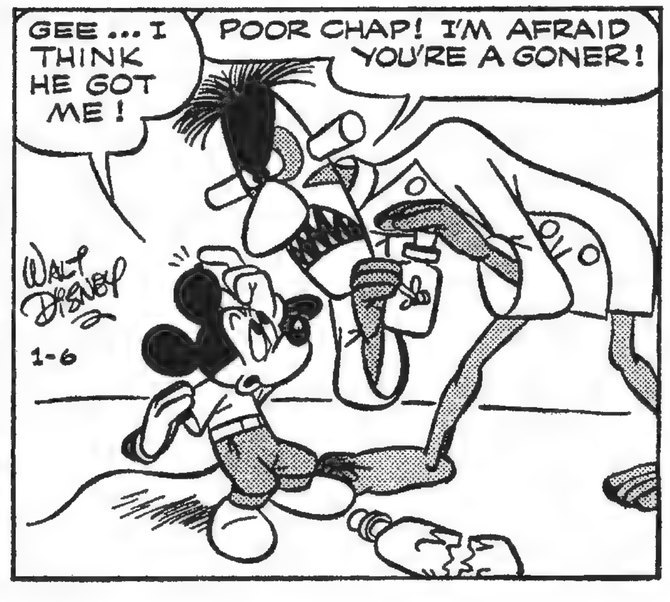
PLEASE DON'T BOTHER, DOC! I TELL YOU I FEEL MUCH BETTER NOW!
NONSENSE, OLD MAN! IT WON'T TAKE A MOMENT TO STIR UP A LITTLE SERPENT'S VENOM AND CANNIBAL ROOT FOR YOU!


WHAT'S THIS?
YOU SEE, I ... HEY, PUT DOWN THAT BOTTLE!
1-5


RUN FOR YOUR LIFE! THAT'S THE DREAD TZIG-TZAG FLY!

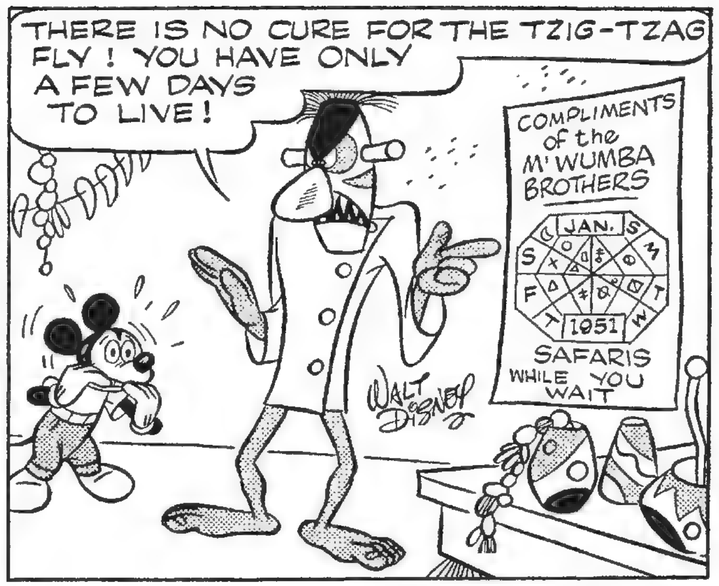
LOOK OUT! IT'S THE DEADLY TZIG-TZAG FLY!

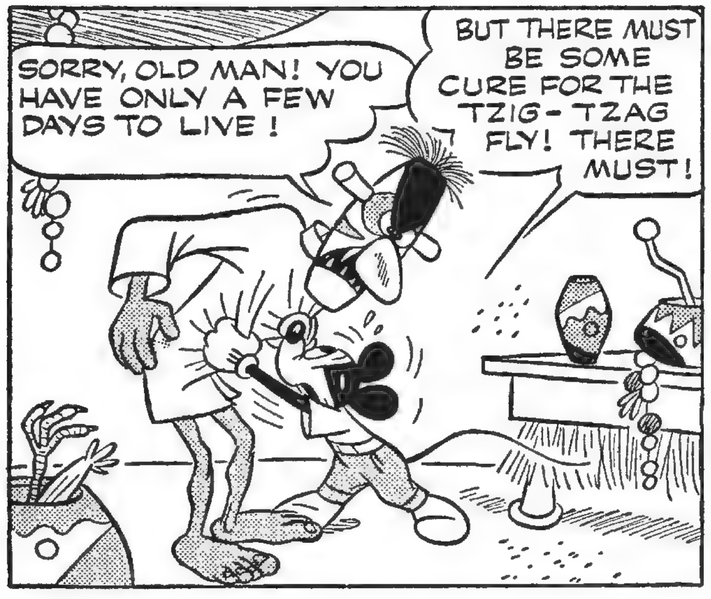

OUCH!
HA!

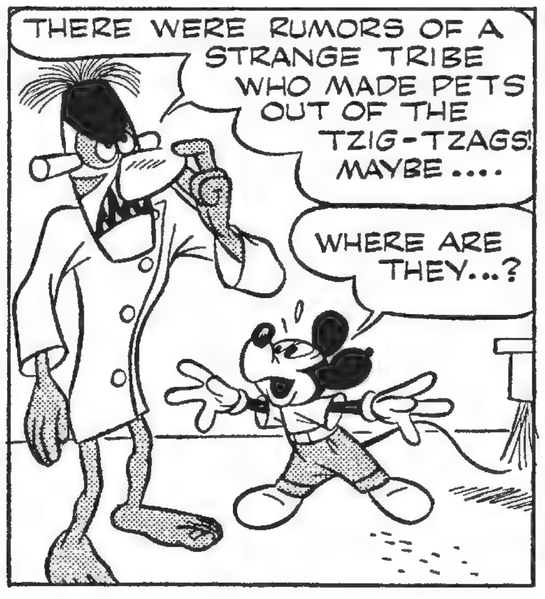

GEE ... I THINK HE GOT ME!
POOR CHAP! I'M AFRAID YOU'RE A GONER!
1-6

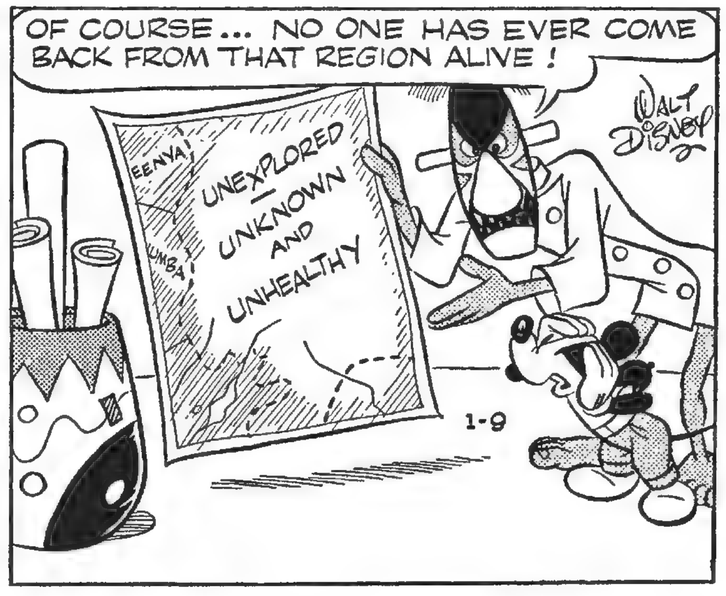
I THINK THAT TZIG-TZAG FLY DID BITE ME! WHAT DO I DO NOW?
IT'S VERY SIMPLE...

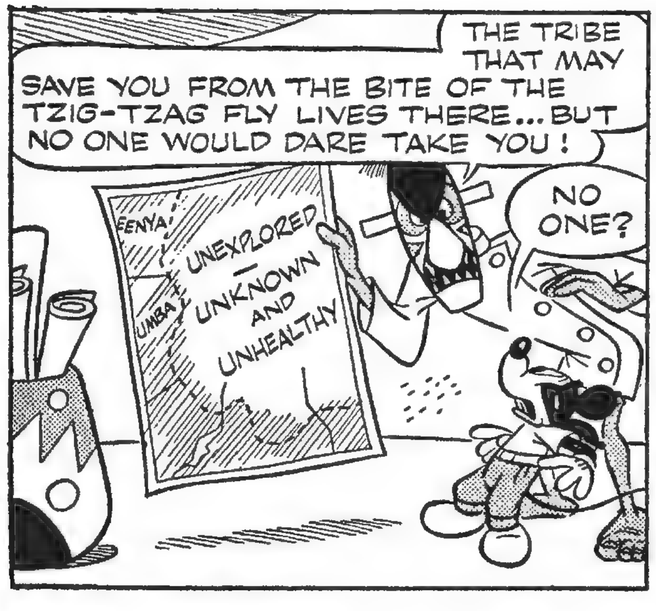
SAY GOOD-BYE TO ALL YOUR FRIENDS... THAT'S ALL!
GOSH... YOU MEAN...?
1/8


THERE IS NO CURE FOR THE TZIG-TZAG FLY! YOU HAVE ONLY A FEW DAYS TO LIVE!
COMPLIMENTS of the M'WUMBA BROTHERS
JAN.
1951
SAFARIS WHILE YOU WAIT
WALT DISNEY


SORRY, OLD MAN! YOU HAVE ONLY A FEW DAYS TO LIVE!
BUT THERE MUST BE SOME CURE FOR THE TZIG-TZAG FLY! THERE MUST!


THERE WERE RUMORS OF A STRANGE TRIBE WHO MADE PETS OUT OF THE TZIG-TZAGS! MAYBE....
WHERE ARE THEY...?


OF COURSE... NO ONE HAS EVER COME BACK FROM THAT REGION ALIVE!
EENYA!
UMBA!
UNEXPLORED — UNKNOWN AND UNHEALTHY
WALT DISNEY
1-9

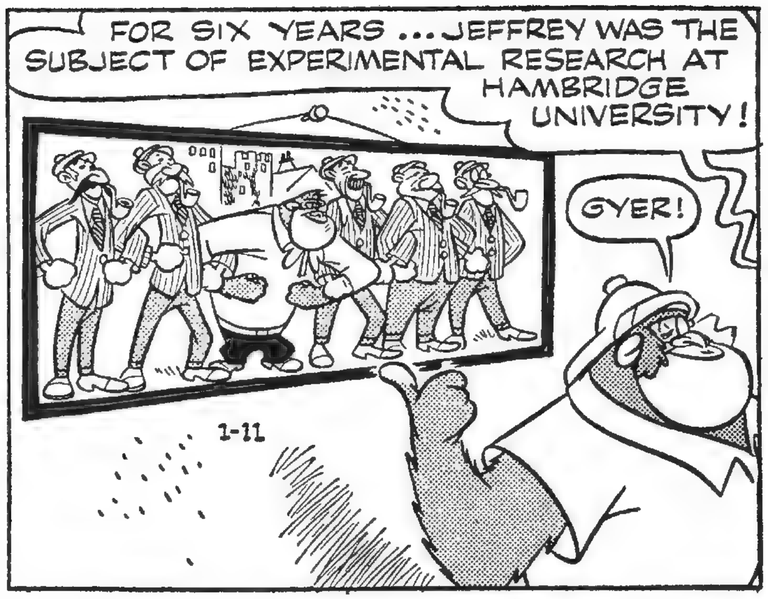

THE TRIBE THAT MAY SAVE YOU FROM THE BITE OF THE TZIG-TZAG FLY LIVES THERE... BUT NO ONE WOULD DARE TAKE YOU!
NO ONE?
EENYA!
UMBA!
UNEXPLORED — UNKNOWN AND UNHEALTHY

WAIT A MINUTE! POSSIBLY JUST ONE!
WHO IS IT?
1-10

GRU?
THIS... IS JEFFREY!
JEFFREY'S TRADING ESTABLISHMENT
GOODS AND DEALS OF ALL SORTS—
ER... HOW DO YOU DO...

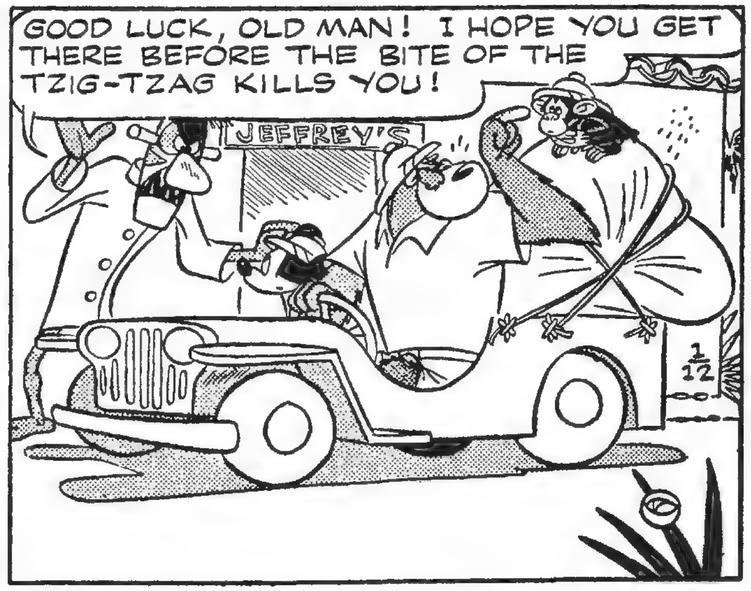
BUT.. HE'S A GORILLA!
GLU?
JEFFREY'S TRADING ESTABLISHMENT
GOODS AND DEALS OF ALL SORTS

YES... BUT HE'S A VERY SMART GORILLA! COLLEGE MAN.. YOU KNOW!
SKU?
WALT DISNEY


FOR SIX YEARS ... JEFFREY WAS THE SUBJECT OF EXPERIMENTAL RESEARCH AT HAMBRIDGE UNIVERSITY!
GYER!
1-11

DON'T WORRY!
JEFFREY IS THE BEST SAFARI MAN IN THESE PARTS!
ER... YES!

KLUM! GRUD! TCHOO!
I'D FEEL BETTER IF I KNEW WHAT HE WAS SAYING!
WALT DISNEY

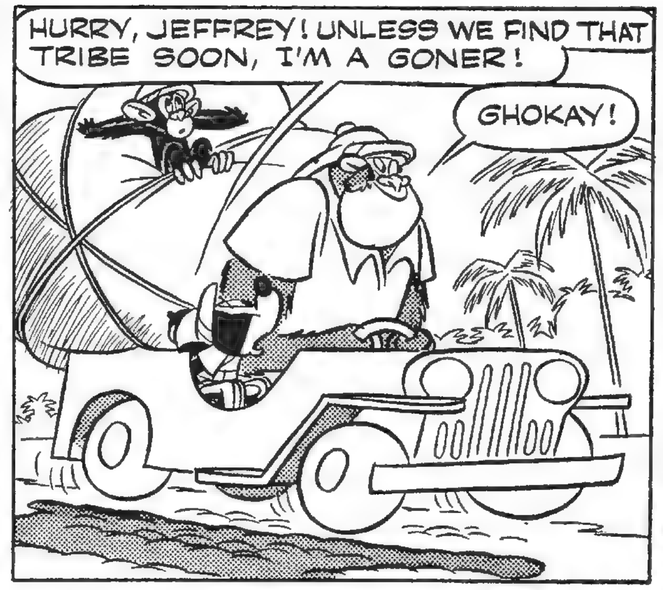

GOOD LUCK, OLD MAN! I HOPE YOU GET THERE BEFORE THE BITE OF THE TZIG-TZAG KILLS YOU!
JEFFREY'S
1/12

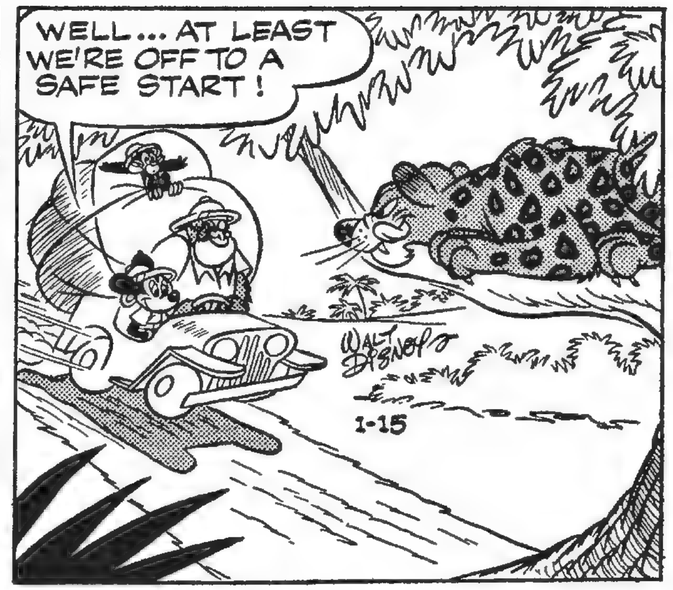
GOOD-BYE, OLD MAN! GOOD LUCK!

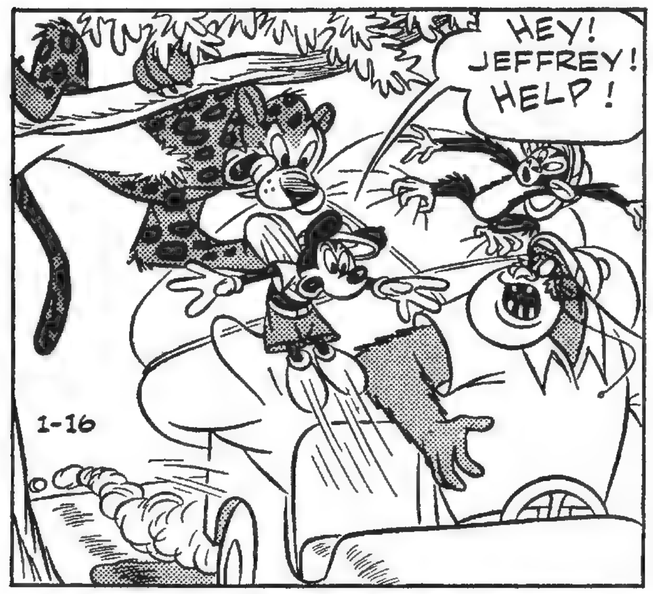
TOO BAD...
WITCH-DOCTORS' SOCIAL CLUB -
DOCTOR M-WUMBA! CALLING DOCTOR M-WUMBA!
1-13

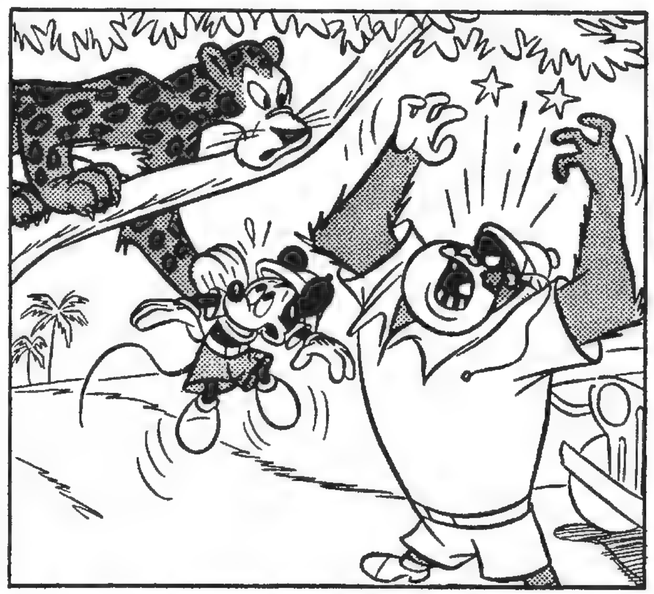
...THEY NEVER RECOVER FROM THE BITE OF THE TZIG-TZAG FLY!
DR. N'MOOLI! DR. N'MOOLI! WANTED IN SURGERY!
WALT DISNEY

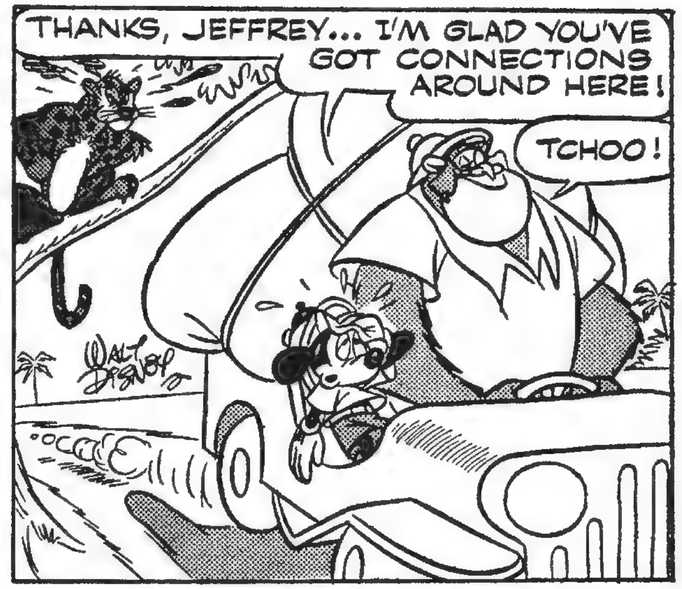
POOR MICKEY! HE'LL NEVER FIND THE CURE IN TIME TO SAVE HIM FROM THE TZIG-TZAG FLY'S BITE!
PITY!

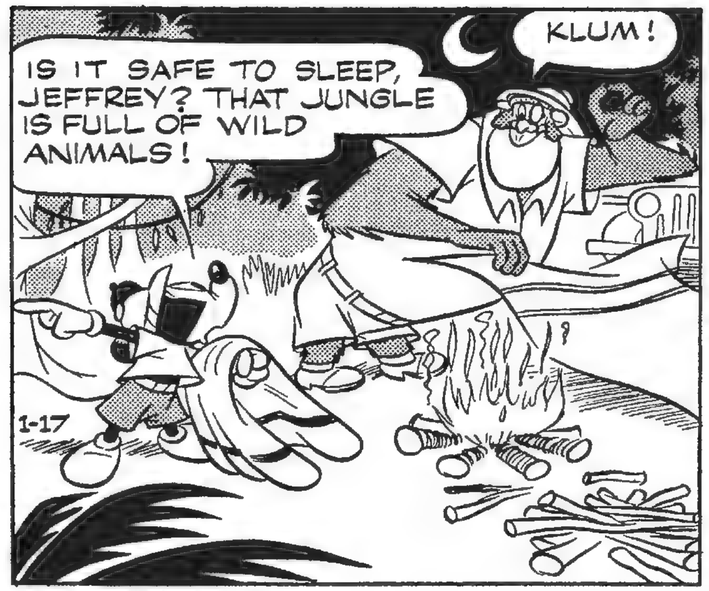

HURRY, JEFFREY! UNLESS WE FIND THAT TRIBE SOON, I'M A GONER!
GHOKAY!

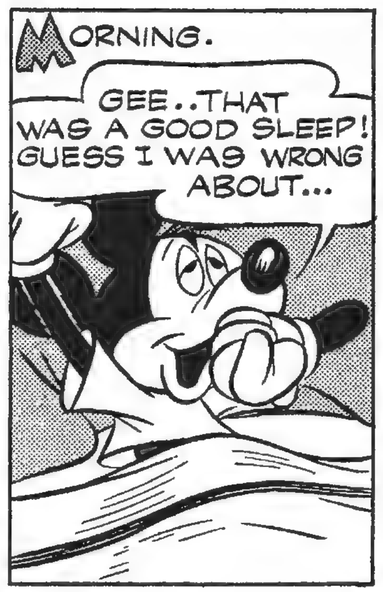

WELL... AT LEAST WE'RE OFF TO A SAFE START!
WALT DISNEY
1-15

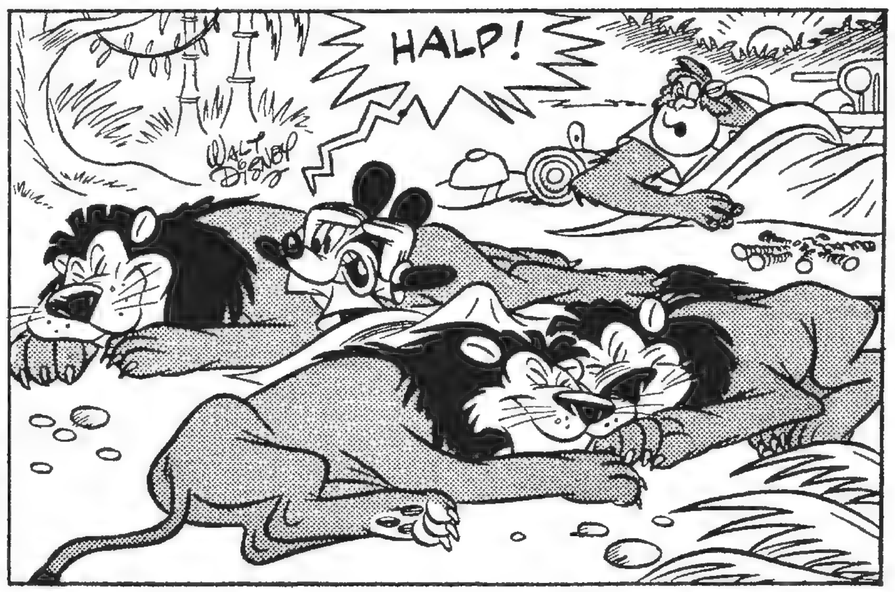

HEY! JEFFREY! HELP!
1-16

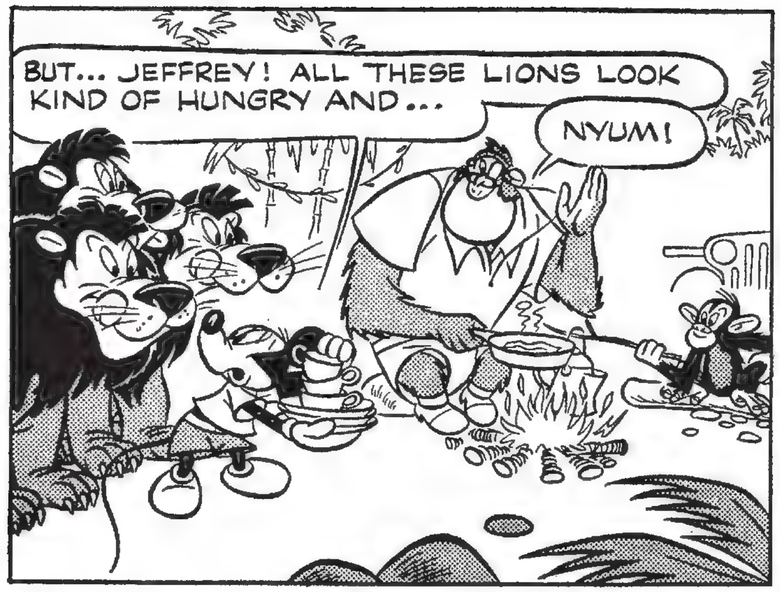


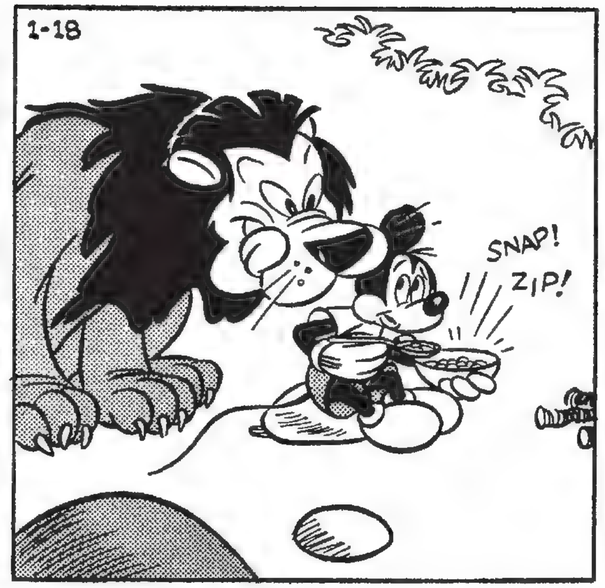

THANKS, JEFFREY... I'M GLAD YOU'VE GOT CONNECTIONS AROUND HERE!
TCHOO!
WALT DISNEY


KLUM!
IS IT SAFE TO SLEEP, JEFFREY? THAT JUNGLE IS FULL OF WILD ANIMALS!
1-17

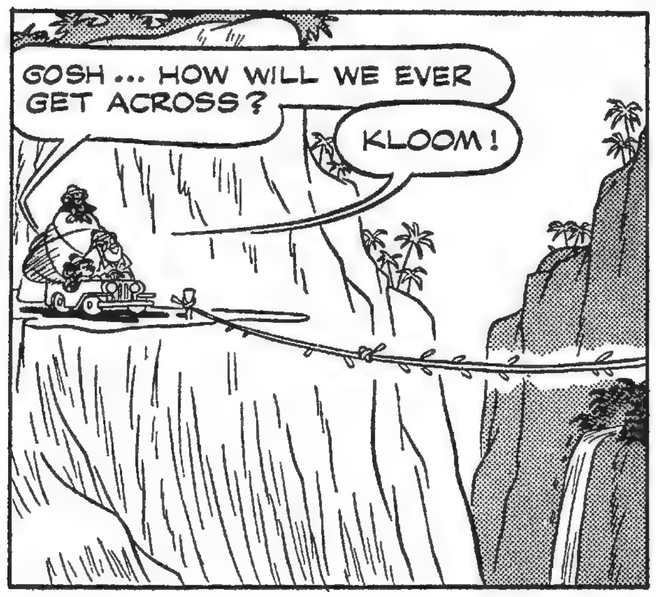

MORNING.
GEE..THAT WAS A GOOD SLEEP! GUESS I WAS WRONG ABOUT...

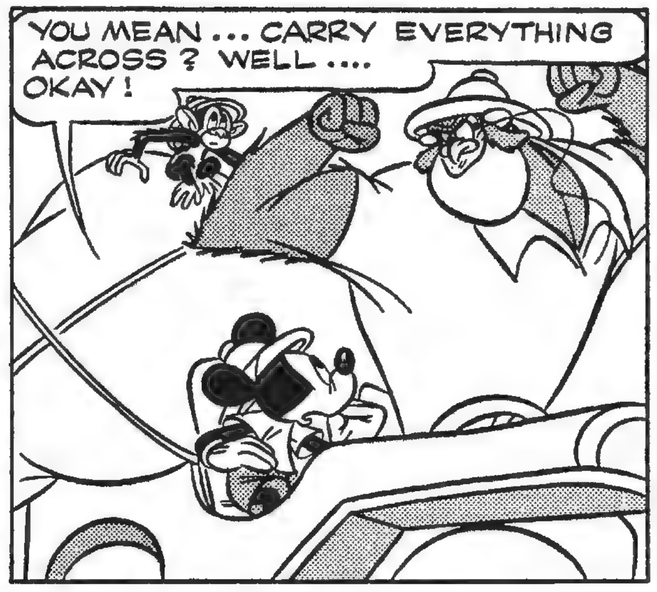

HALP!
WALT DISNEY

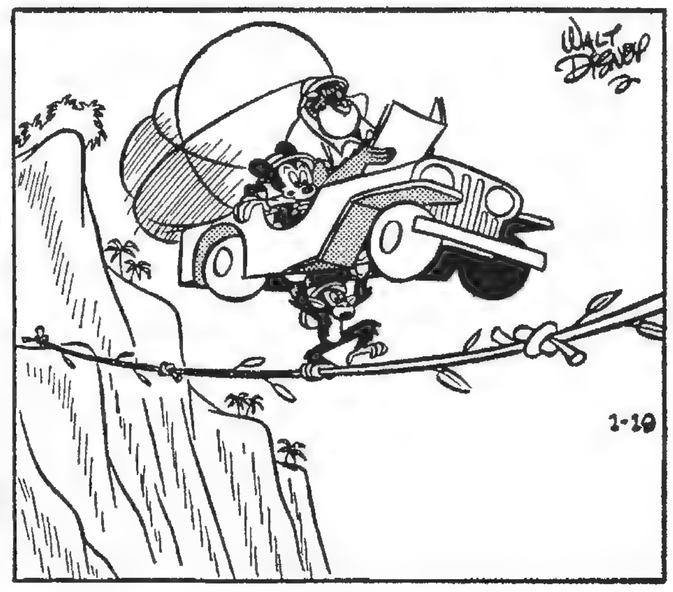

BUT... JEFFREY! ALL THESE LIONS LOOK KIND OF HUNGRY AND...
NYUM!

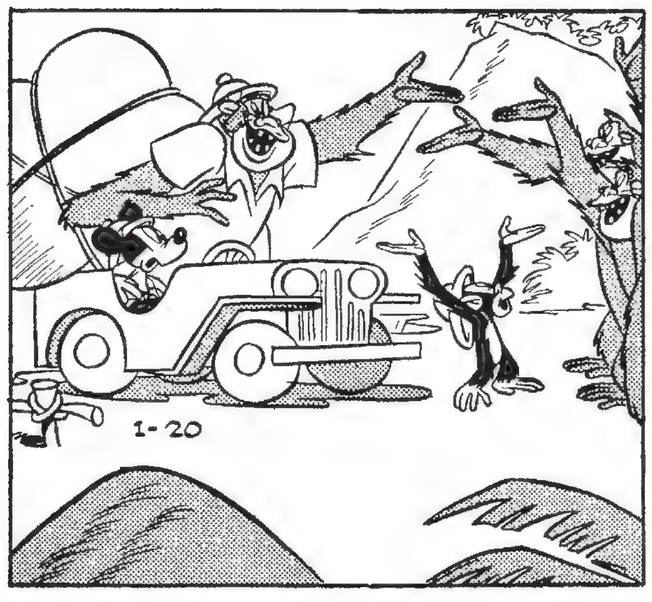

1-18
SNAP!
ZIP!

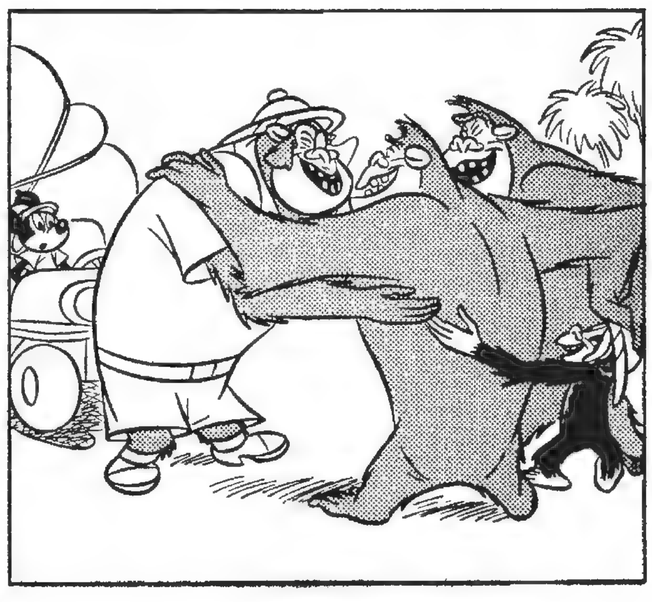
NICE LION! HAVE SOME "SNAPSY-ZIPSY"? MUCH BETTER FOR YOU THAN RAW MEAT!
WALT DISNEY

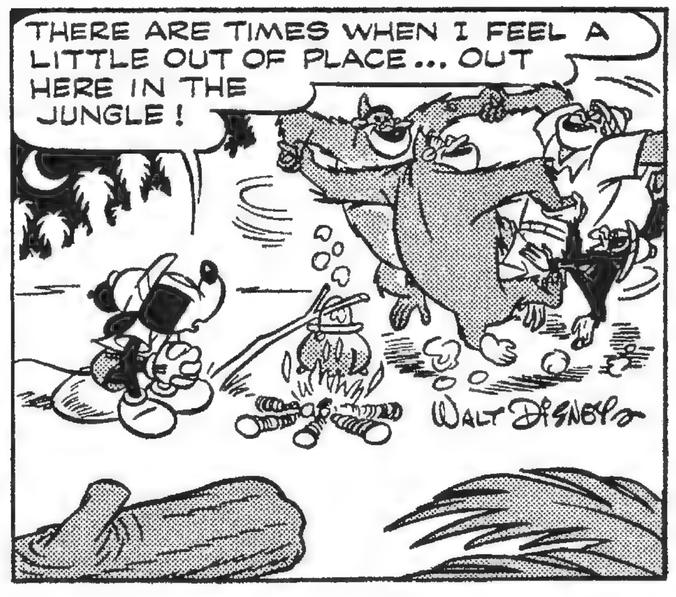

GOSH... HOW WILL WE EVER GET ACROSS?
KLOOM!


YOU MEAN... CARRY EVERYTHING ACROSS? WELL.... OKAY!

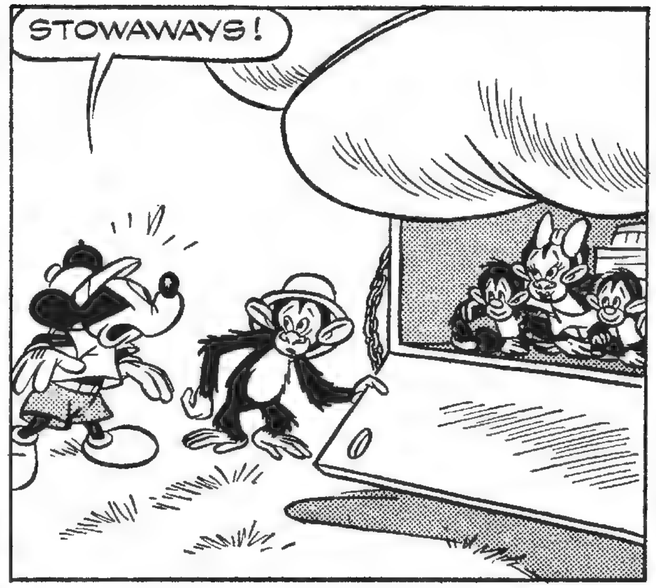

WALT DISNEY
1-19

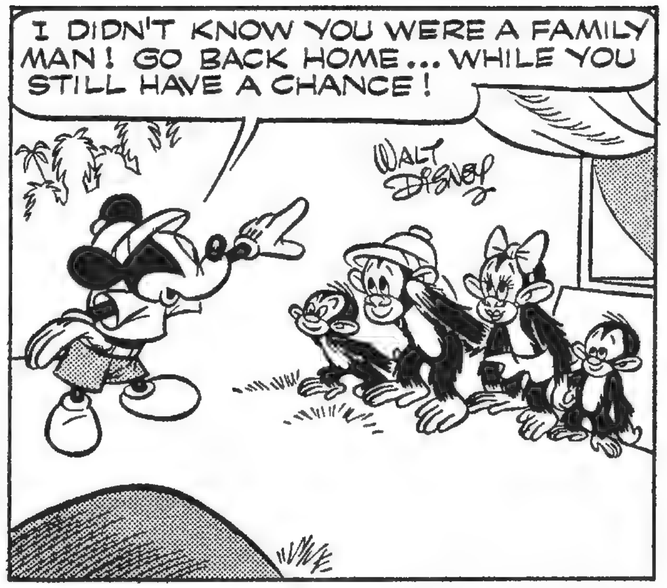

1-20

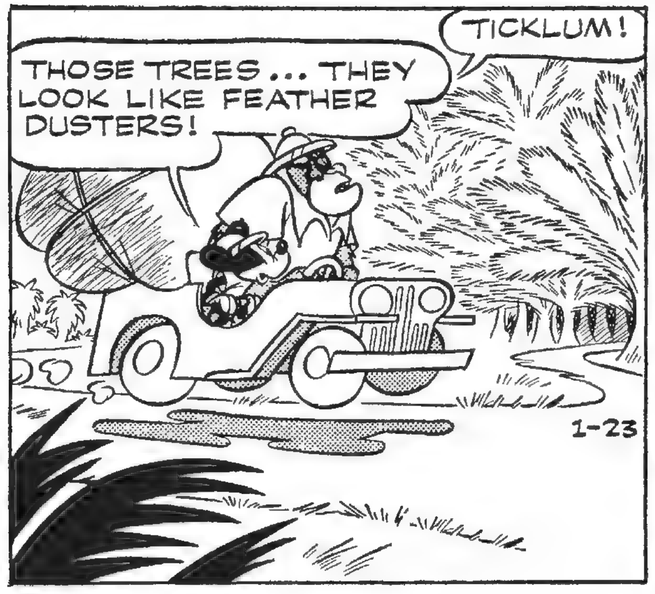


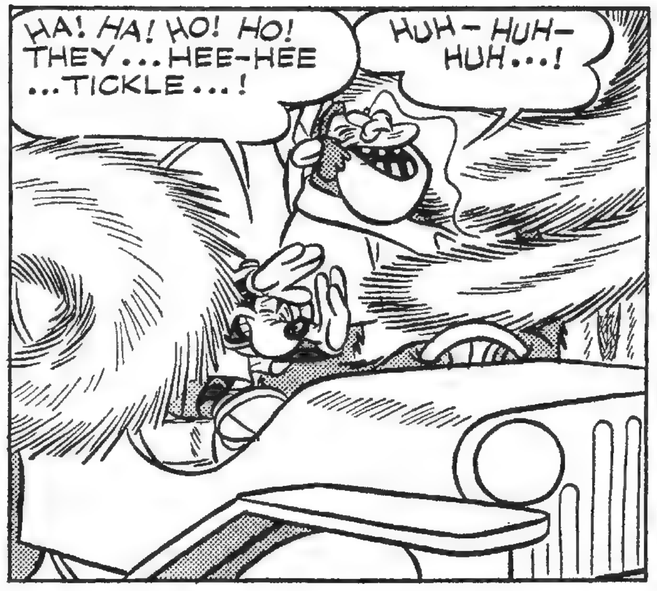

THERE ARE TIMES WHEN I FEEL A LITTLE OUT OF PLACE... OUT HERE IN THE JUNGLE!
WALT DISNEY

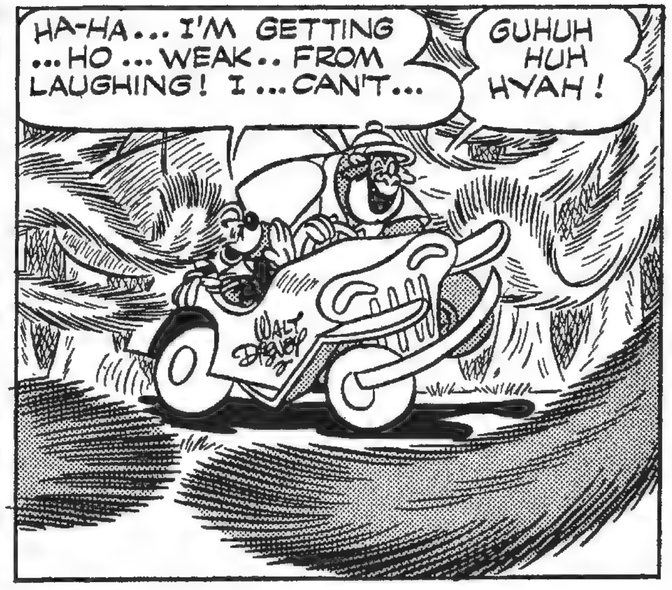
JEFFREY.. DON'T FORGET MY TZIG-TZAG BITE! WE'VE GOT TO PUSH ON... OH-OH...!
1-22


STOWAWAYS!

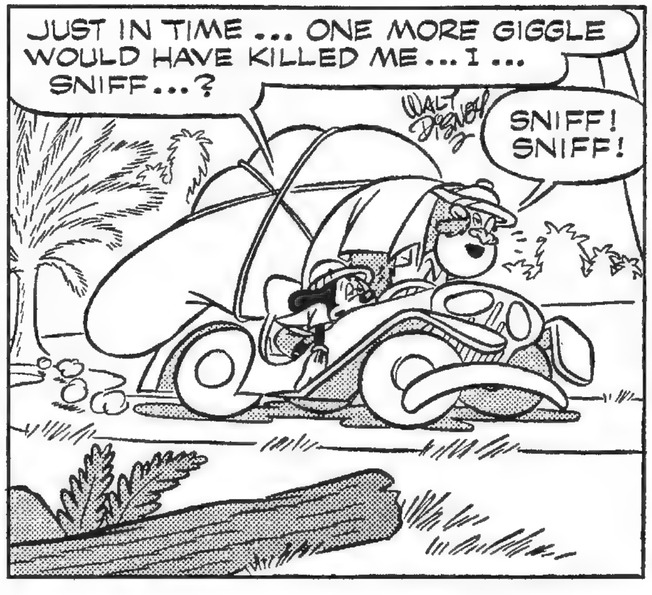

I DIDN'T KNOW YOU WERE A FAMILY MAN! GO BACK HOME... WHILE YOU STILL HAVE A CHANCE!
WALT DISNEY

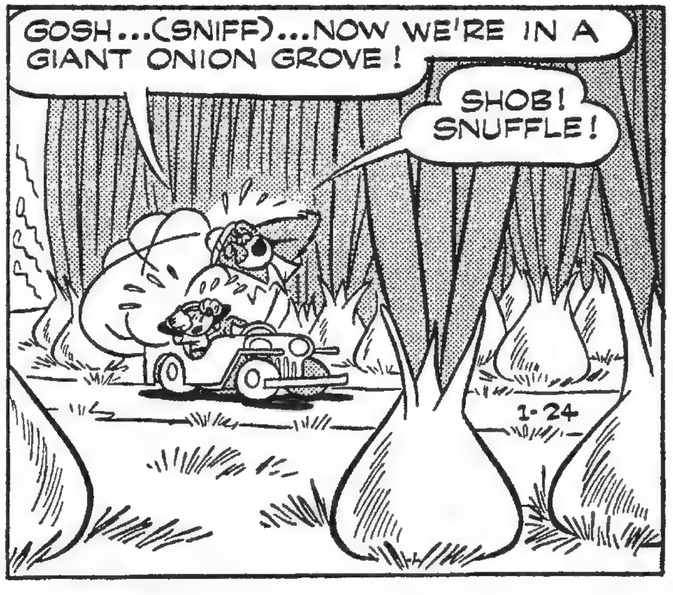

TICKLUM!
THOSE TREES... THEY LOOK LIKE FEATHER DUSTERS!
1-23

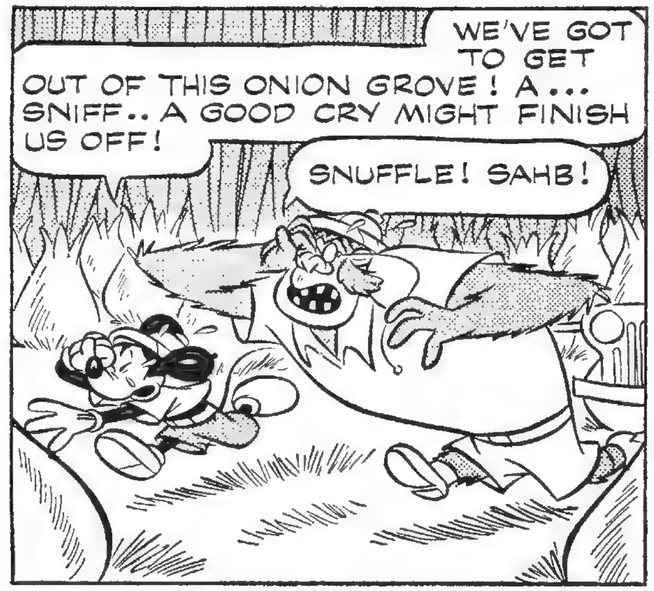

HA! HA! HO! HO! THEY... HEE-HEE ...TICKLE...!
HUH-HUH-HUH...!


HA-HA... I'M GETTING ...HO ...WEAK.. FROM LAUGHING! I ...CAN'T...
GUHUH HUH HYAH!
WALT DISNEY

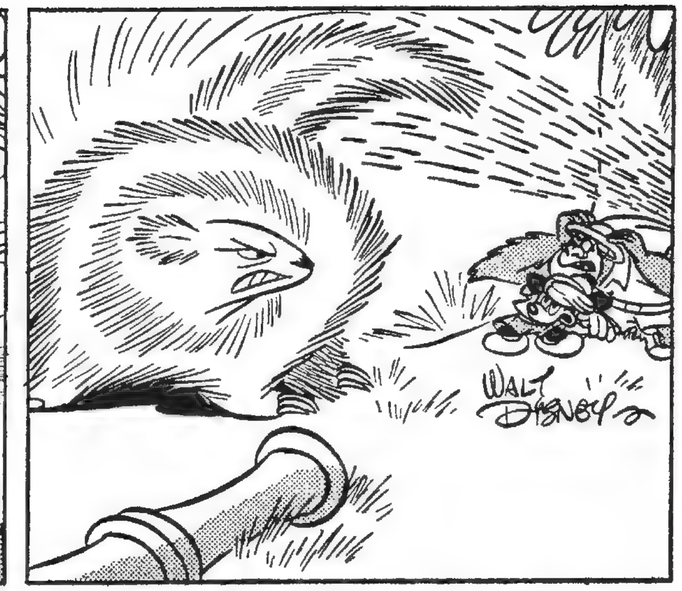
HA! HA!... JEFFREY
...WE'VE GOT TO GET OUT OF THIS FEATHER-TREE FOREST BEFORE WE-HO! HO!-LAUGH OURSELVES TO DEATH!
GLOOK!
Distributed by King Features Syndicate.


JUST IN TIME ... ONE MORE GIGGLE WOULD HAVE KILLED ME... I ... SNIFF...?
SNIFF! SNIFF!
WALT DISNEY

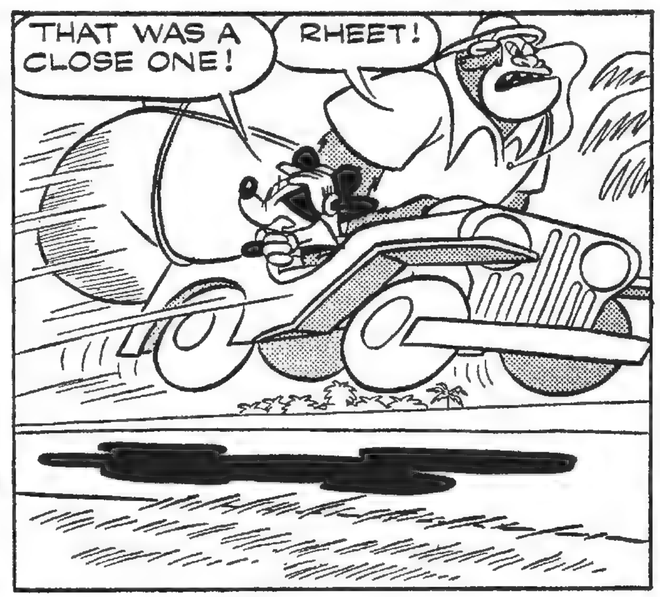

GOSH...(SNIFF)...NOW WE'RE IN A GIANT ONION GROVE!
SHOB! SNUFFLE!
1-24


WE'VE GOT TO GET OUT OF THIS ONION GROVE! A... SNIFF.. A GOOD CRY MIGHT FINISH US OFF!
SNUFFLE! SAHB!

LOOK OUT! THAT HUGE PORCUPINE!
1-25


WALT DISNEY'S

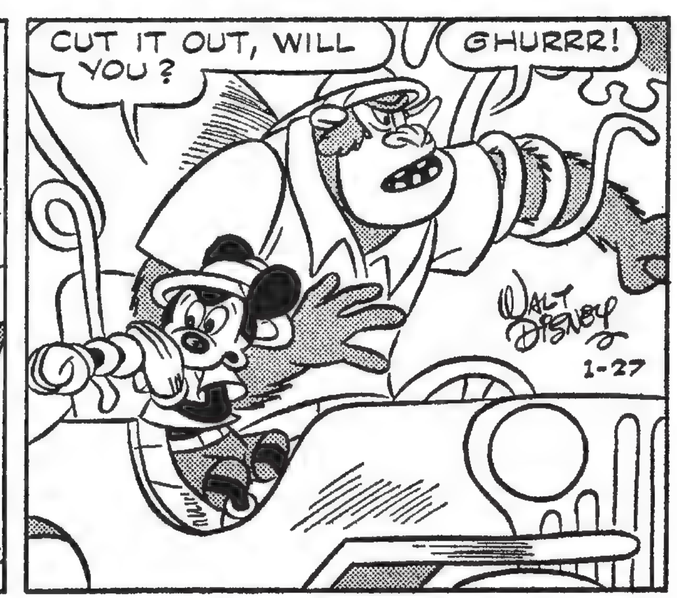
GOSH! FEATHER FORESTS... GIANT ONIONS... HUGE PORCUPINE! LET'S GET OUT OF HERE!
GHOKAY!
1-26

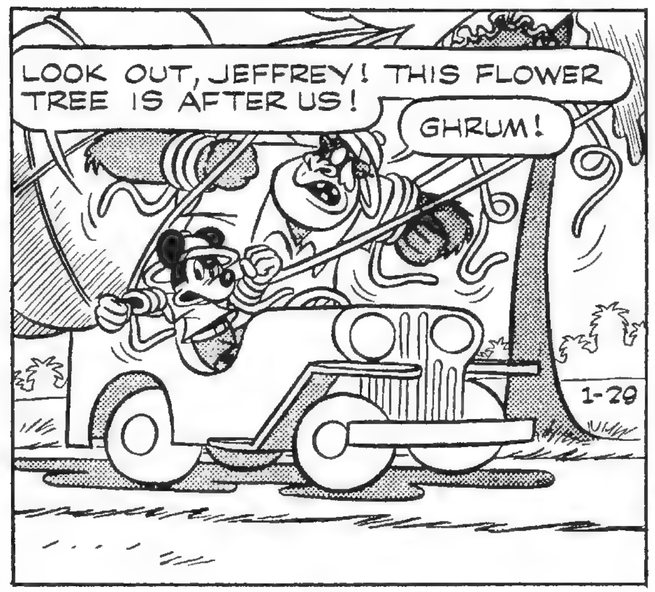

THAT WAS A CLOSE ONE!
RHEET!

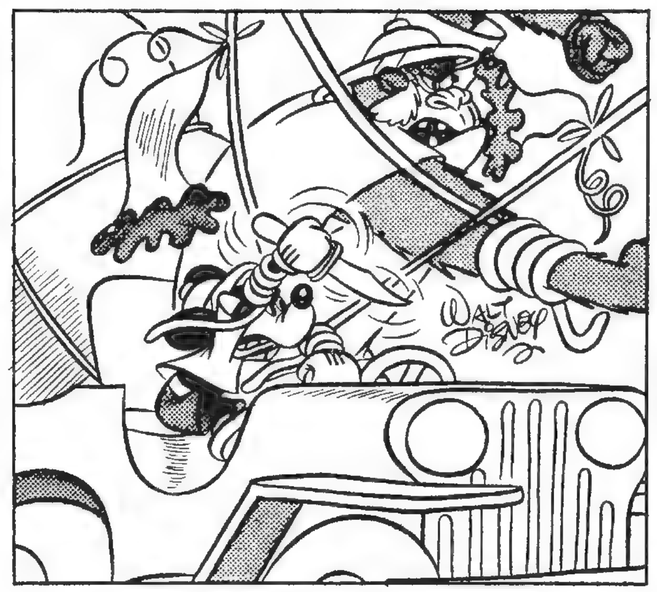
LET'S RELAX HERE FOR A MOMENT! GEE.. ISN'T THIS A BEAUTIFUL SPOT?
WALT DISNEY

GEE... THAT'S A PRETTY TREE!

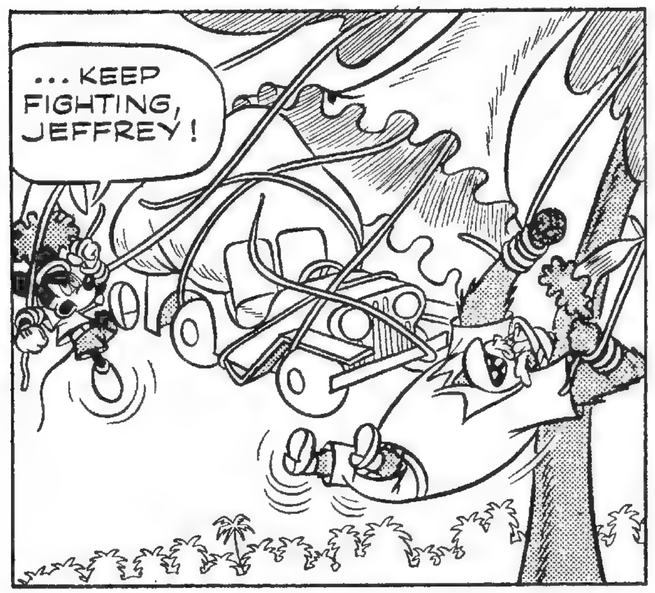
I WONDER WHAT.... SCAT!

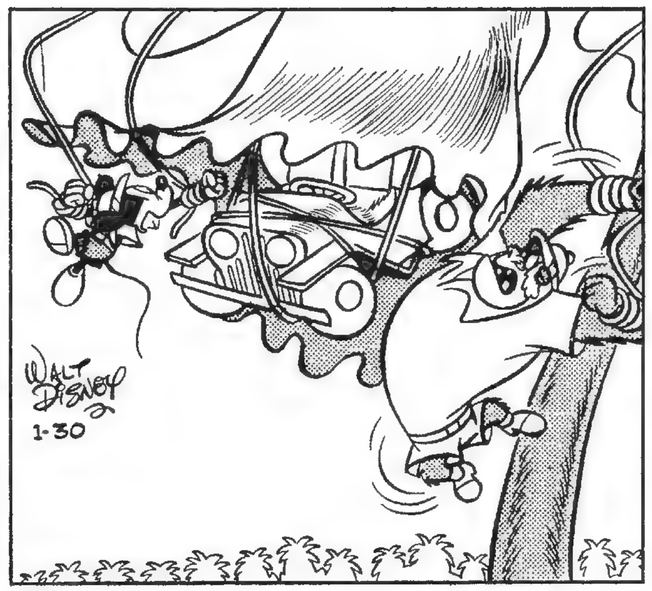

CUT IT OUT, WILL YOU?
GHURRR!
WALT DISNEY
1-27

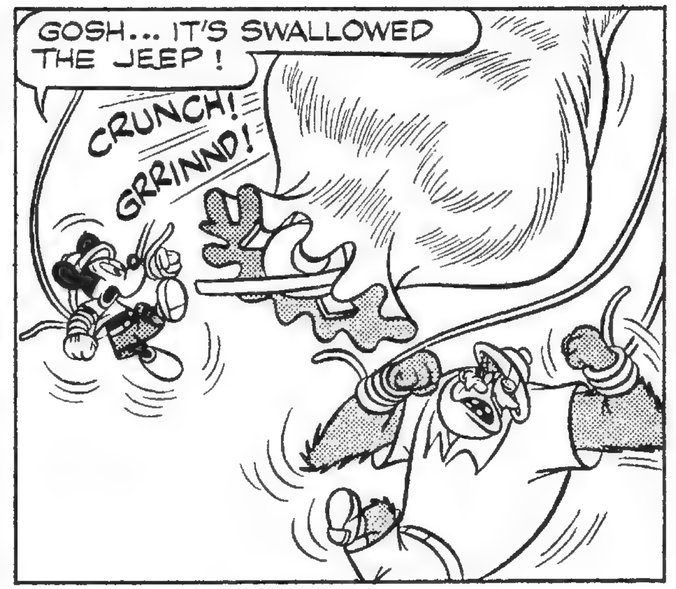

LOOK OUT, JEFFREY! THIS FLOWER TREE IS AFTER US!
GHRUM!
1-29


WALT DISNEY

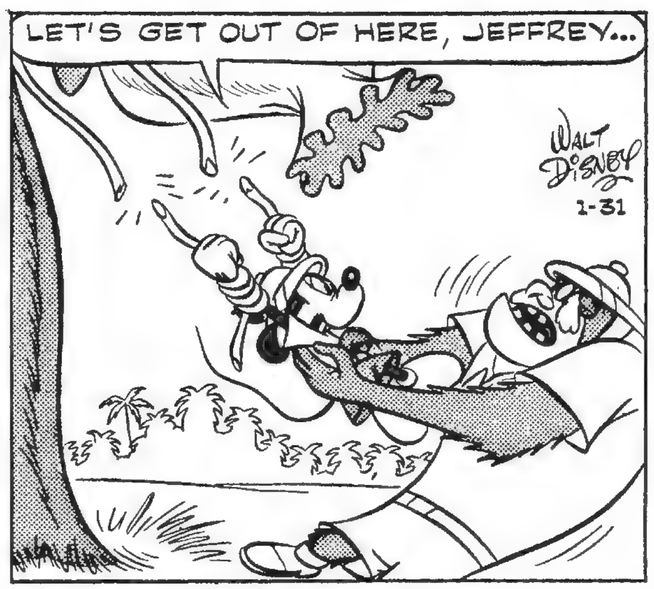
THOSE.. BLOSSOMS! THEY'RE GIVING OFF A SCENT...LIKE CHLOROFORM!


...KEEP FIGHTING, JEFFREY!


WALT DISNEY
1-30


GOSH... IT'S SWALLOWED THE JEEP!
CRUNCH!
GRRINND!

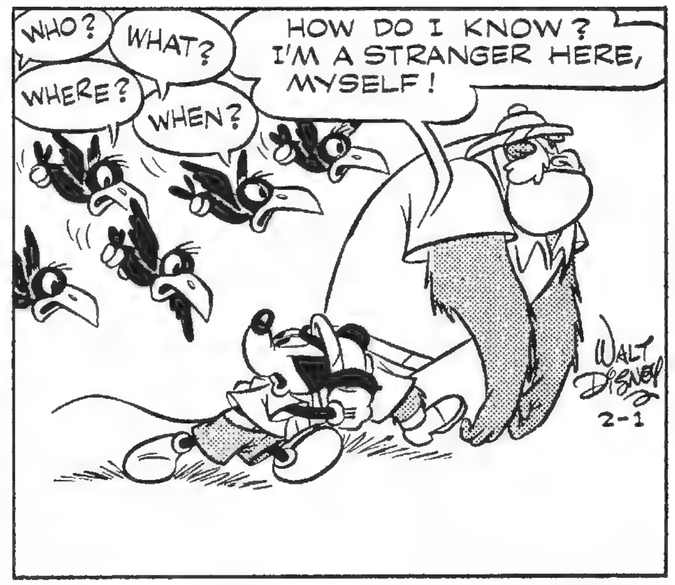
GHRRROW!
GOSH... LOOK WHAT THE TREE'S DOING TO OUR JEEP!
CRUNCH!
GRRIND!


LET'S GET OUT OF HERE, JEFFREY...
WALT DISNEY
1-31

... I DON'T THINK THIS PART OF THE JUNGLE IS VERY HEALTHY!

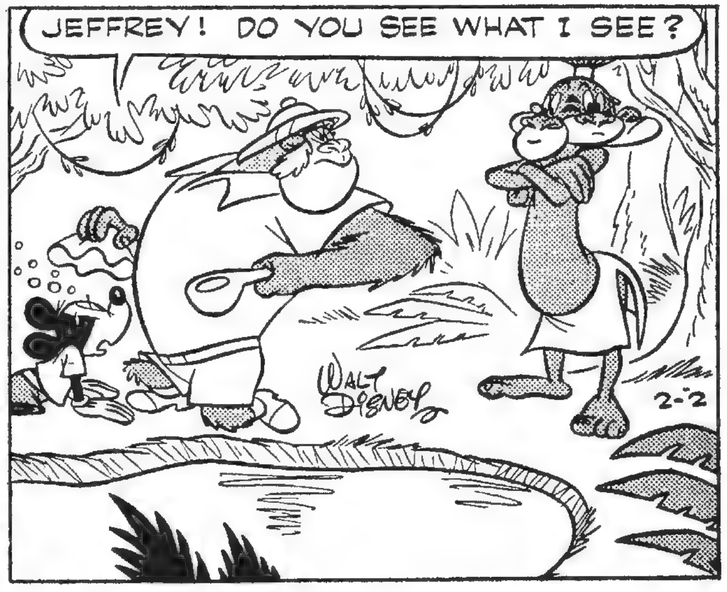
JEFFREY! I HEAR THE SOUND OF VOICES! MAYBE...
WHO?
WHAT?
WHEN?
WHY?
WHERE?

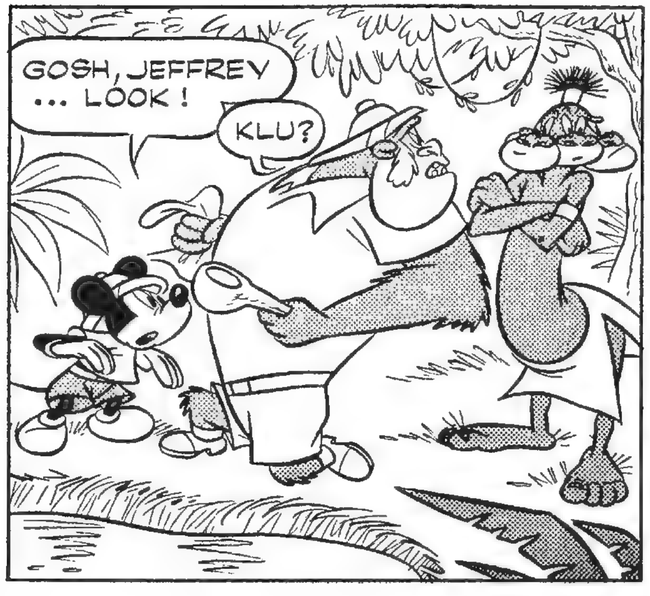
THEY'RE... THEY'RE BIRDS!
WHO?
WHAT?
WHEN?
WHERE?
HOW?

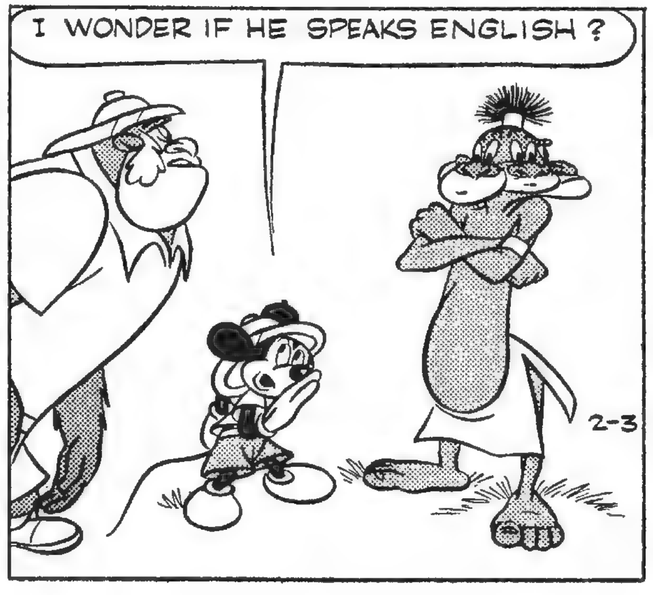

WHO?
WHAT?
WHERE?
WHEN?
HOW DO I KNOW? I'M A STRANGER HERE, MYSELF!
WALT DISNEY
2-1

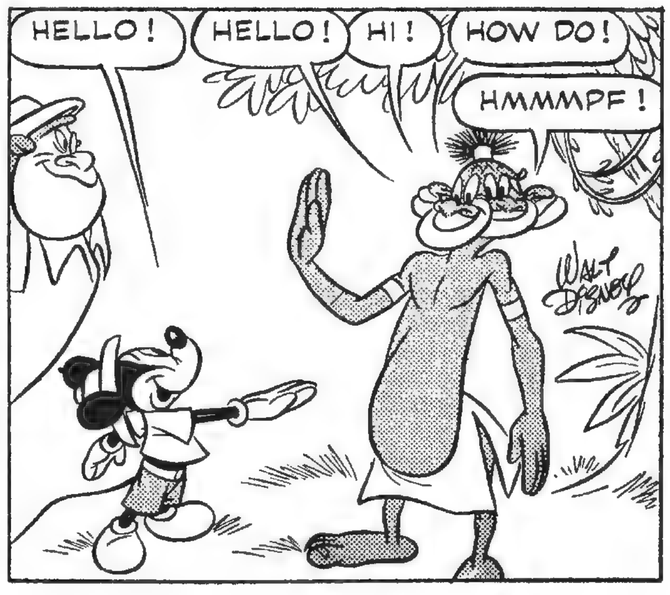
I'M GLAD WE'RE OUT OF THERE! THOSE BIRDS WERE DRIVING ME CRAZY!
WHO?
WHAT?

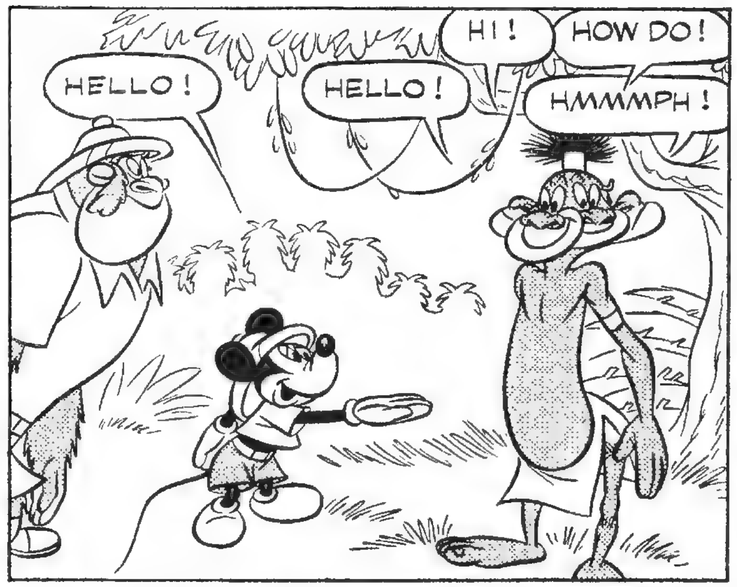
THE FEVER FROM THE BITE OF THE TZIG-TZAG FLY IS CREEPING UP ON ME! I DON'T KNOW IF I'M GOING TO MAKE IT....!


JEFFREY! DO YOU SEE WHAT I SEE?
WALT DISNEY
2-2


GOSH, JEFFREY ... LOOK!
KLU?


I WONDER IF HE SPEAKS ENGLISH?
2-3


HELLO!
HELLO!
HI!
HOW DO!
HMMMPF!
WALT DISNEY

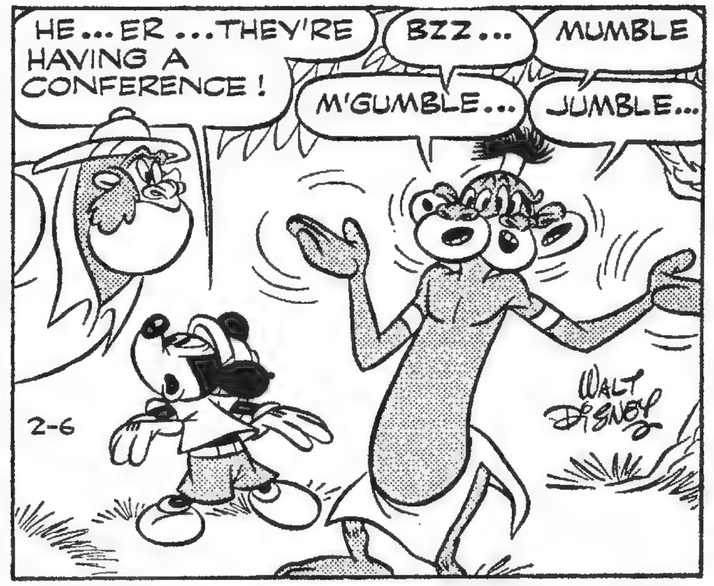

HELLO!
HELLO!
HI!
HOW DO!
HMMMPH!

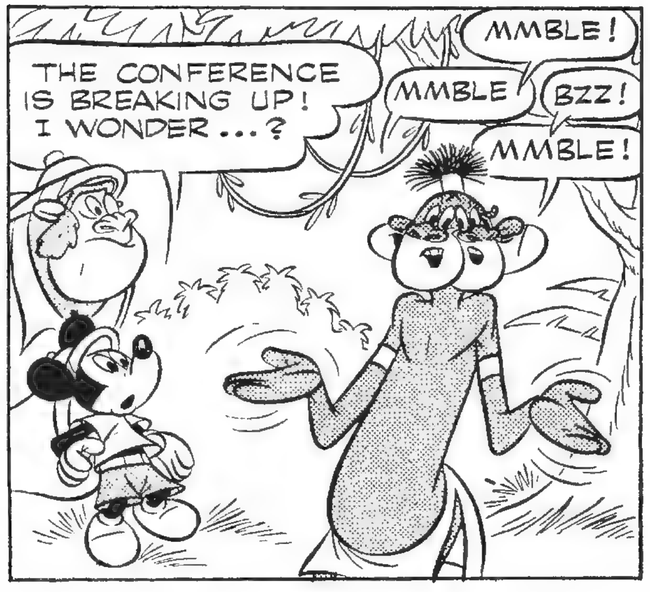
OH, GOOD! YOU SPEAK ENGLISH?
YES!
A LITTLE!
SLIGHTLY!
HMMPH!

I DON'T KNOW.....! THREE OF HIS FACES ARE FRIENDLY...BUT THE FOURTH ONE DOESN'T SEEM TO LIKE US!
WALT DISNEY
2-5

THREE OF THE FACES ARE FRIENDLY ENOUGH.... BUT THAT FOURTH ONE...!

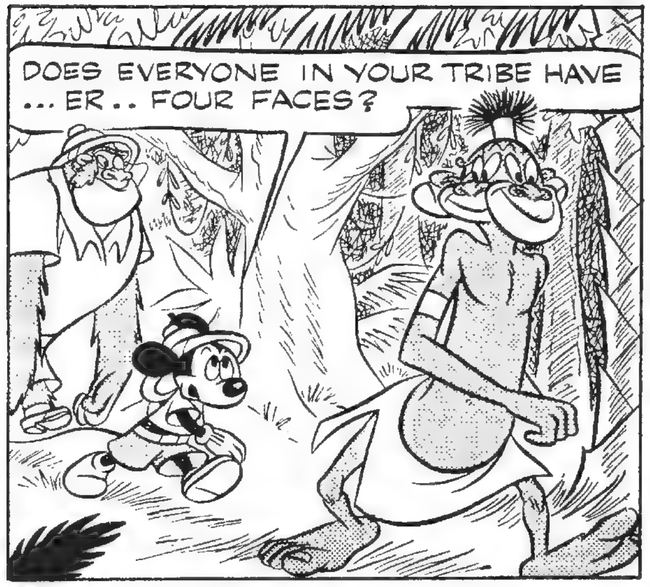
YOU SEE...I WAS BITTEN BY THE DEADLY TZIG-TZAG FLY... AND I HEARD THERE WAS A TRIBE OF NATIVES WHO COULD HELP ME!

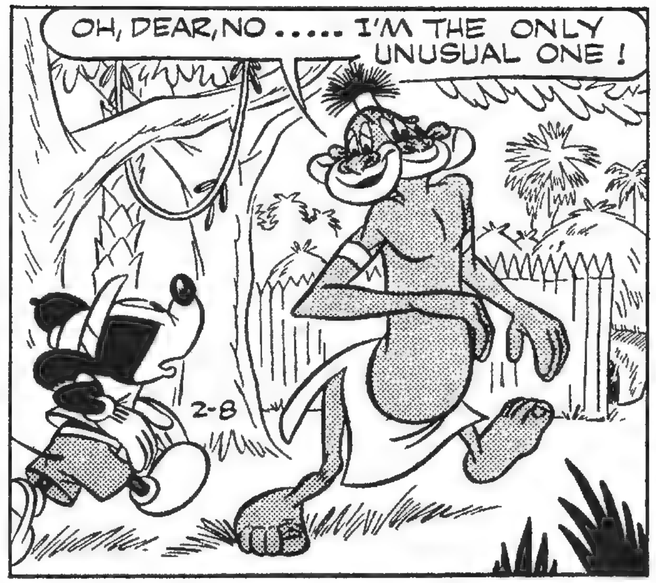

HE...ER...THEY'RE HAVING A CONFERENCE!
BZZ...
MUMBLE
M'GUMBLE...
JUMBLE...
2-6
WALT DISNEY


THE CONFERENCE IS BREAKING UP! I WONDER...?
MMBLE!
MMBLE
BZZ!
MMBLE!

COME!
WE WILL
HELP YOU!
SWELL!

I CERTAINLY HOPE WE CAN TRUST THIS HUMAN TOTEM POLE!
WALT DISNEY


DOES EVERYONE IN YOUR TRIBE HAVE ... ER.. FOUR FACES?


OH, DEAR, NO ..... I'M THE ONLY UNUSUAL ONE!
2-8

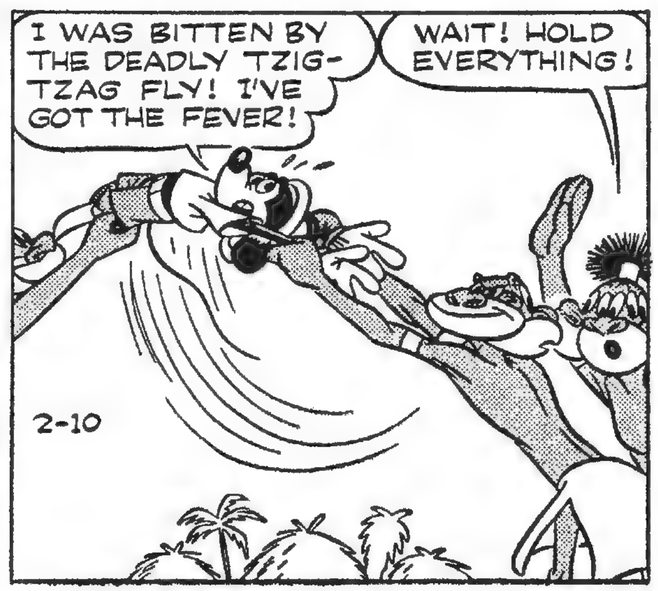
THE OTHER NATIVES ARE PERFECTLY NORMAL! THEY ALL HAVE THE USUAL TWO FACES!
WALT DISNEY

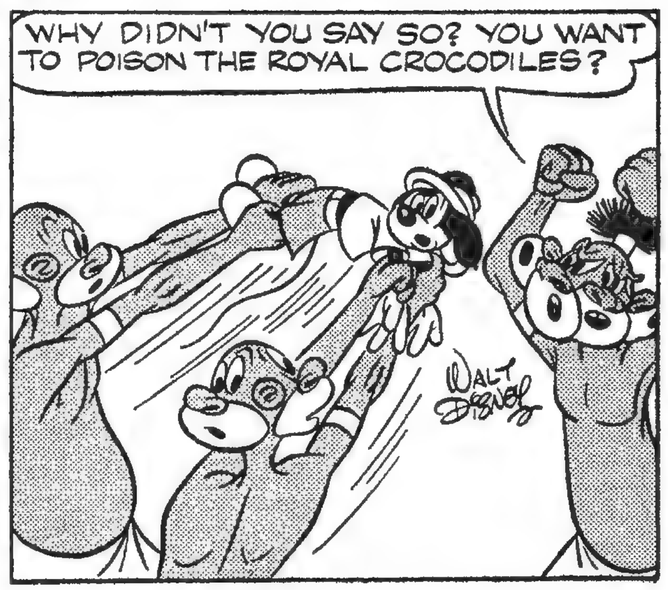
I'M GLAD YOU CAME!
YOU CAN HELP DISPROVE THAT TERRIBLE STORY THAT WE KILL AND EAT OUR VISITORS!

WELL... THAT'S GOOD NEWS! JEFFREY, THEY DON'T EAT VISITORS!
CERTAINLY NOT .....!
WALT DISNEY
2-9

WE FEED THEM TO THE CROCODILES!

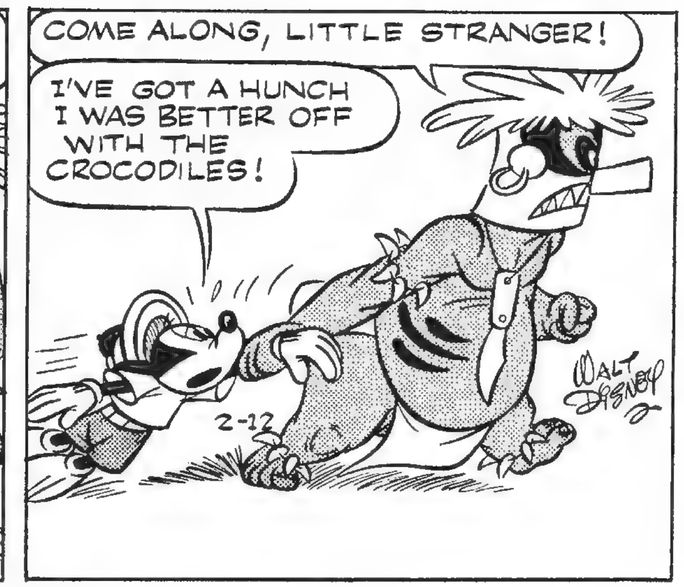
BUT I CAME HERE TO SAVE MY LIFE... NOT LOSE IT!
YOU WHAT?

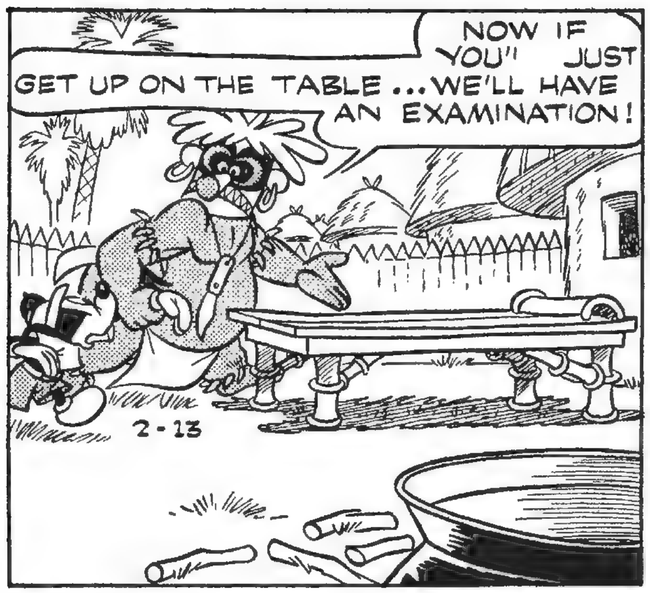

I WAS BITTEN BY THE DEADLY TZIG-TZAG FLY! I'VE GOT THE FEVER!
WAIT! HOLD EVERYTHING!
2-10

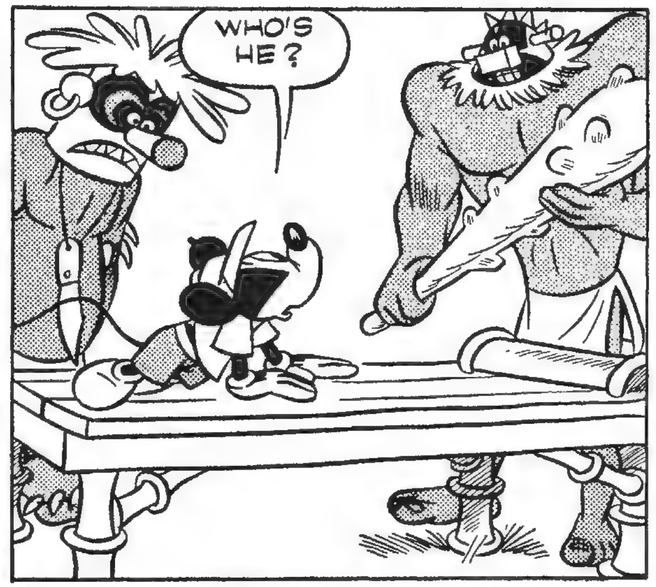

WHY DIDN'T YOU SAY SO? YOU WANT TO POISON THE ROYAL CROCODILES?
WALT DISNEY

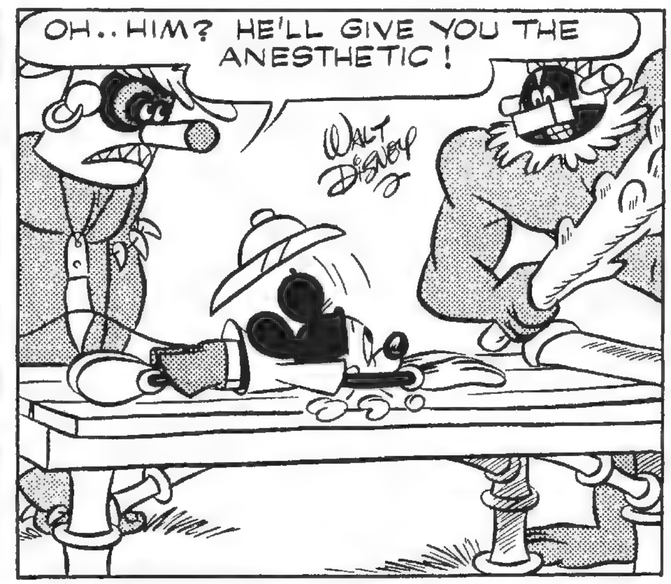
BUT I'VE GOT THE FEVER! I WAS BITTEN BY THE DEADLY TZIG-TZAG FLY!
THANK GOODNESS YOU TOLD ME! YOU MIGHT HAVE POISONED THE ROYAL CROCODILES!

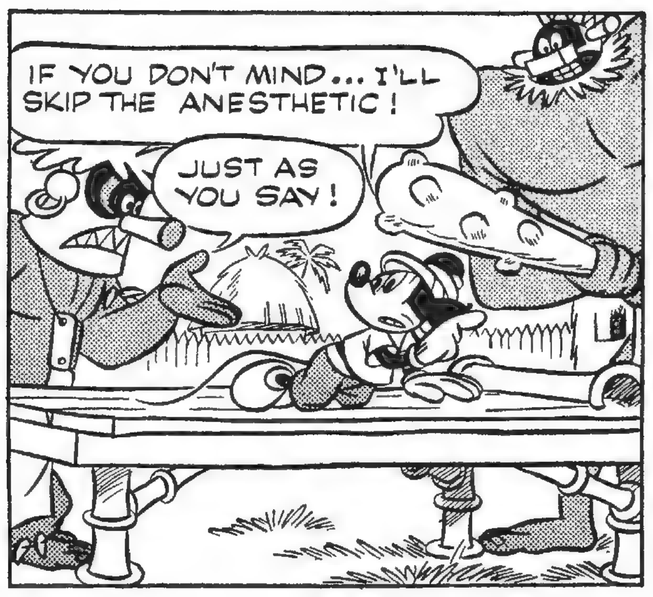
DR. MOO MOO HERE WILL FIX YOU UP! HE'S AN EXPERT ON THE TZIG-TZAG FEVER!

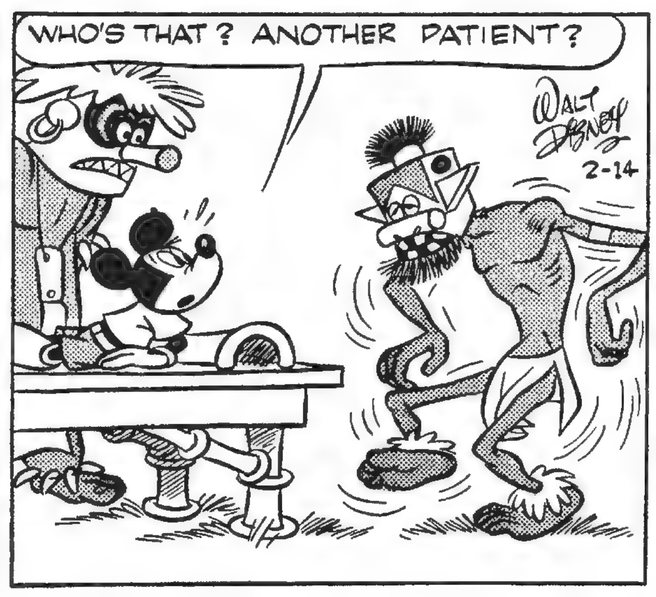

COME ALONG, LITTLE STRANGER!
I'VE GOT A HUNCH I WAS BETTER OFF WITH THE CROCODILES!
WALT DISNEY
2-12

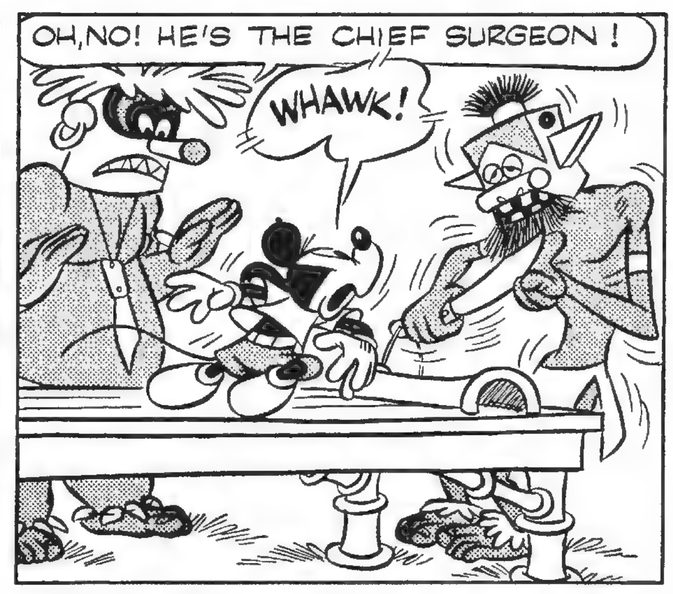

NOW IF YOU'I JUST GET UP ON THE TABLE ... WE'LL HAVE AN EXAMINATION!
2-13

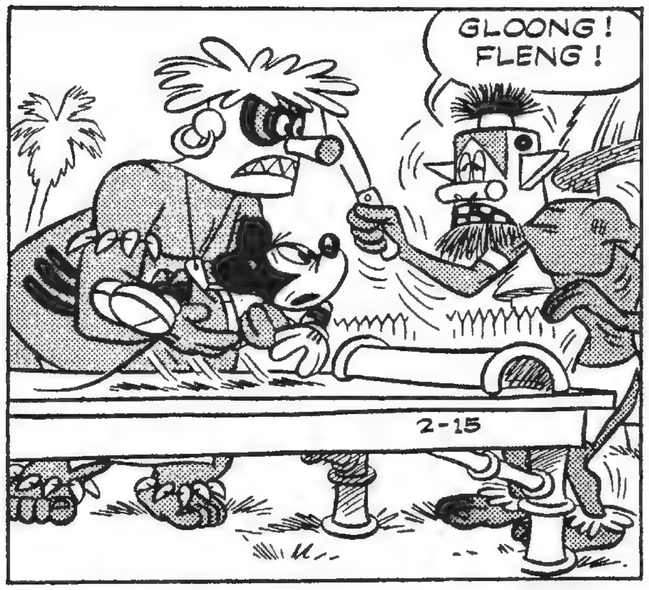

WHO'S HE?


OH.. HIM? HE'LL GIVE YOU THE ANESTHETIC!
WALT DISNEY

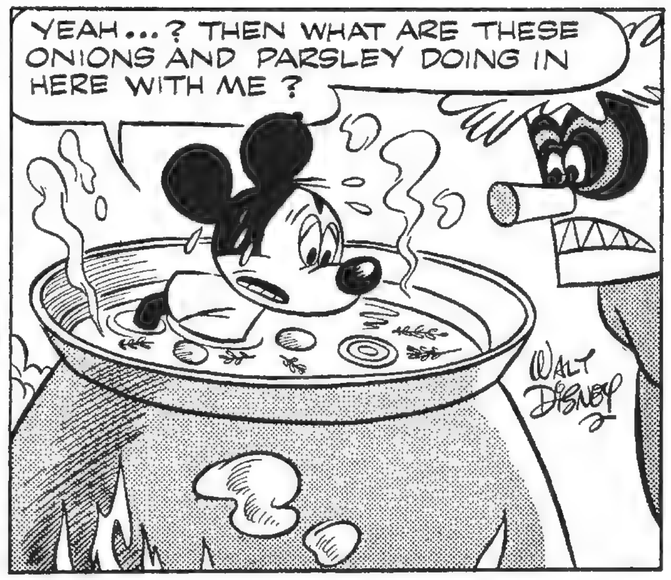

IF YOU DON'T MIND... I'LL SKIP THE ANESTHETIC!
JUST AS YOU SAY!

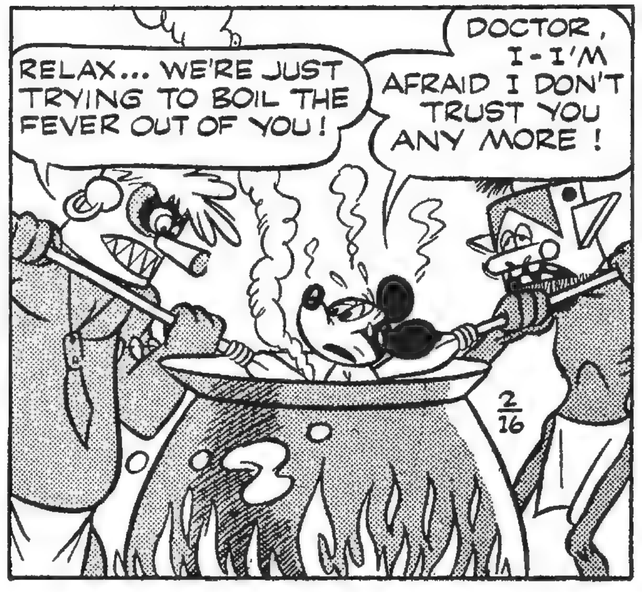

WHO'S THAT? ANOTHER PATIENT?
WALT DISNEY
2-14

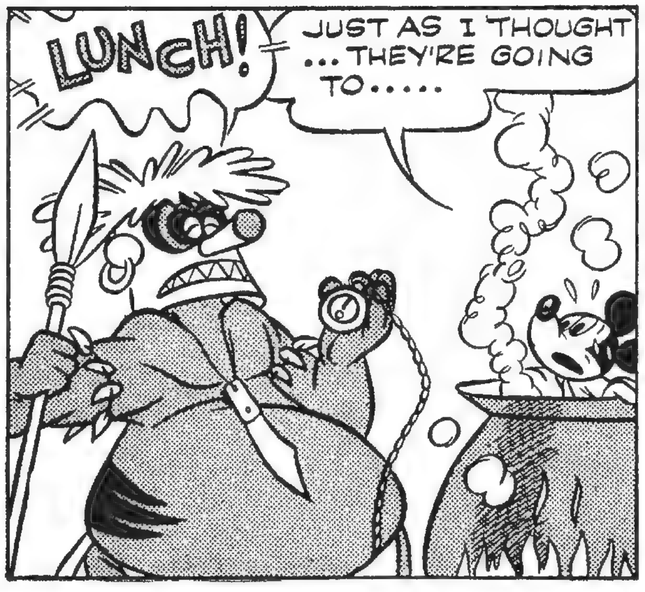

OH, NO! HE'S THE CHIEF SURGEON!
WHAWK!


GLOONG! FLENG!
2-15

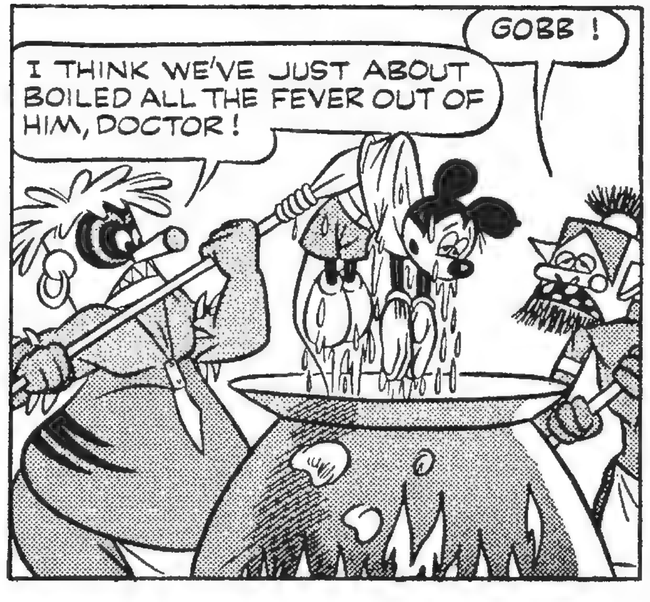
HEY! WHAT'S GOING ON?
DON'T WORRY! FIRST WE'VE GOT TO BOIL THE TZIG-TZAG FEVER OUT OF YOU!

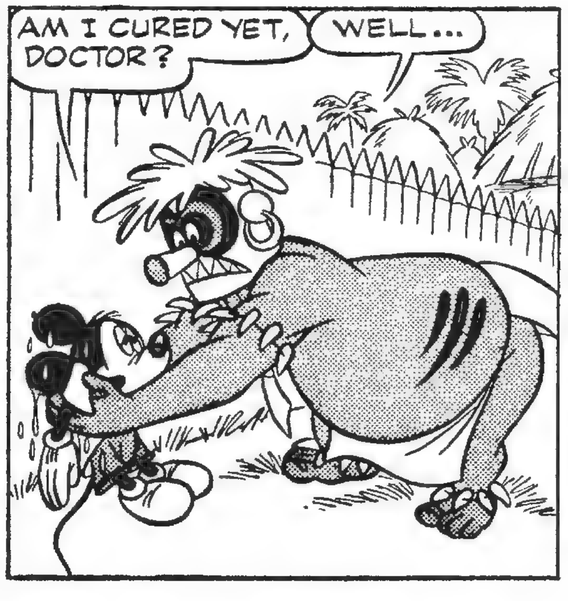

YEAH...? THEN WHAT ARE THESE ONIONS AND PARSLEY DOING IN HERE WITH ME?
WALT DISNEY

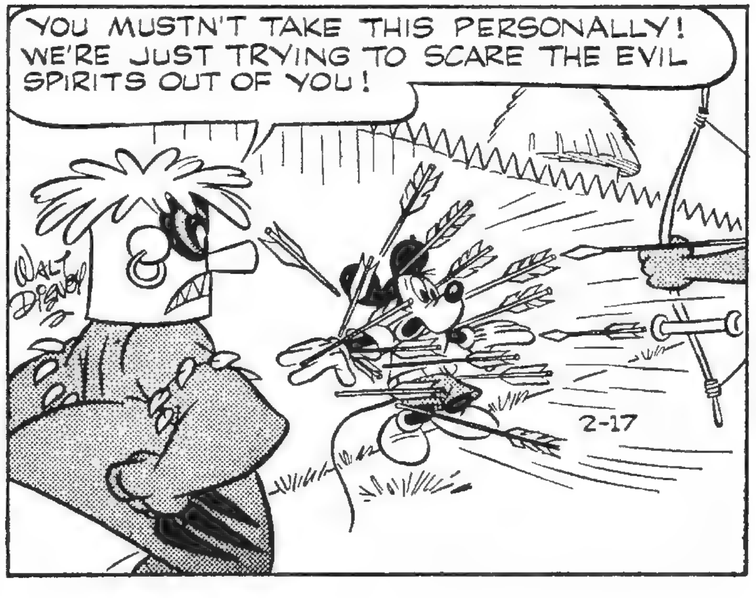

RELAX... WE'RE JUST TRYING TO BOIL THE FEVER OUT OF YOU!
DOCTOR, I-I'M AFRAID I DON'T TRUST YOU ANY MORE!
2/16

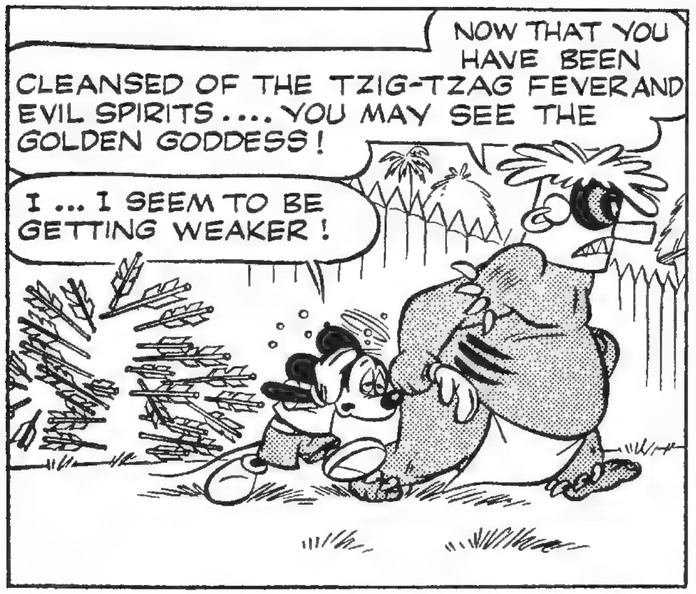

LUNCH!
JUST AS I THOUGHT ...THEY'RE GOING TO.....

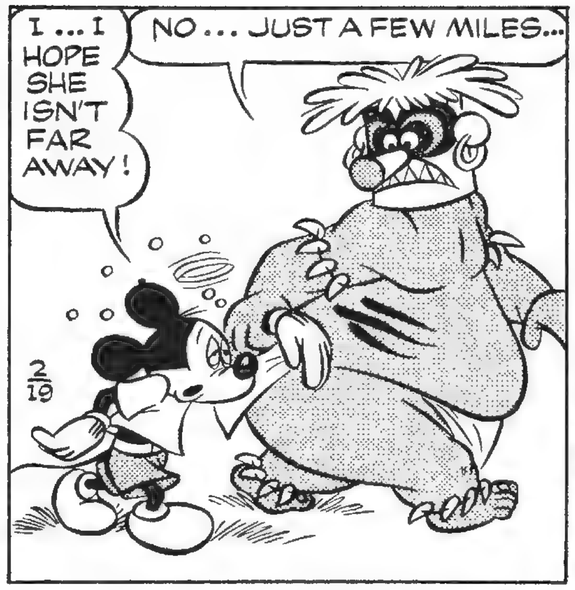
DON'T YOU KNOW? WE'RE ALL VEGETARIANS!
WHEW!
WALT DISNEY


I THINK WE'VE JUST ABOUT BOILED ALL THE FEVER OUT OF HIM, DOCTOR!
GOBB!


AM I CURED YET, DOCTOR?
WELL...


YOU MUSTN'T TAKE THIS PERSONALLY! WE'RE JUST TRYING TO SCARE THE EVIL SPIRITS OUT OF YOU!
WALT DISNEY
2-17


NOW THAT YOU HAVE BEEN CLEANSED OF THE TZIG-TZAG FEVER AND EVIL SPIRITS.... YOU MAY SEE THE GOLDEN GODDESS!
I ... I SEEM TO BE GETTING WEAKER!

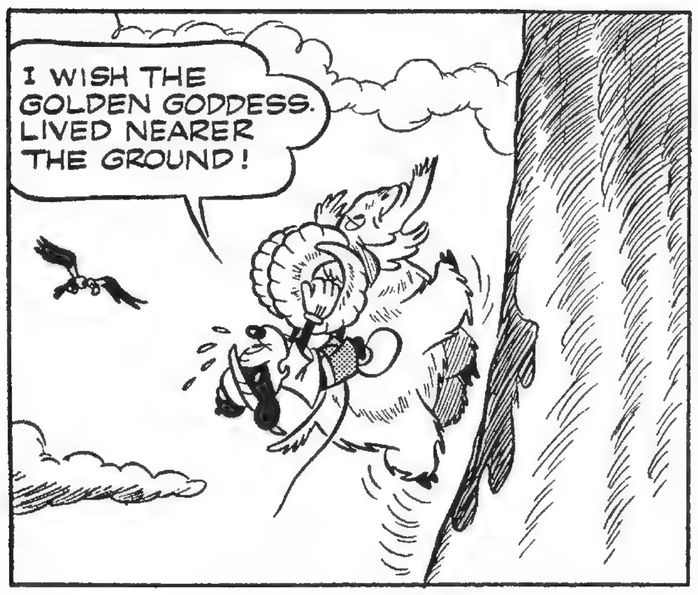

I ... I HOPE SHE ISN'T FAR AWAY!
NO ... JUST A FEW MILES...
2/19

A FEW MILES... STRAIGHT UP!
WALT DISNEY

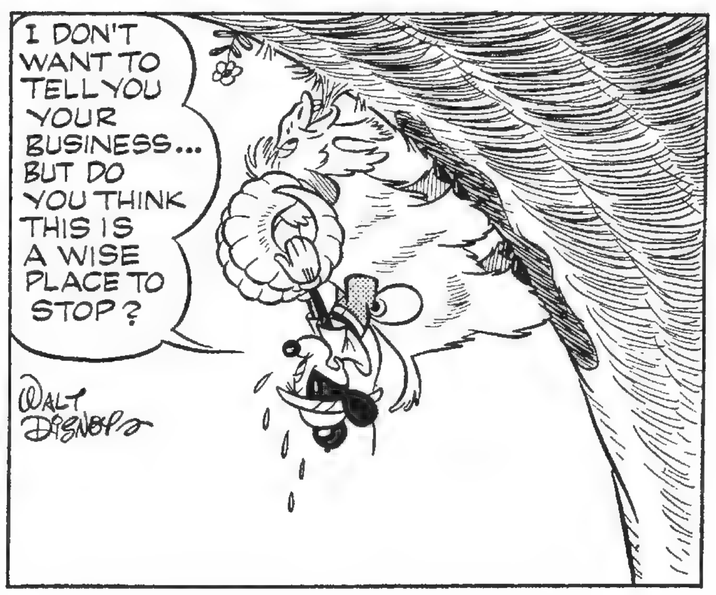
THE GOLDEN GODDESS AWAITS YOU! SHE ALONE CAN SAVE YOUR LIFE!
BUT I'LL NEVER MAKE IT! I .....

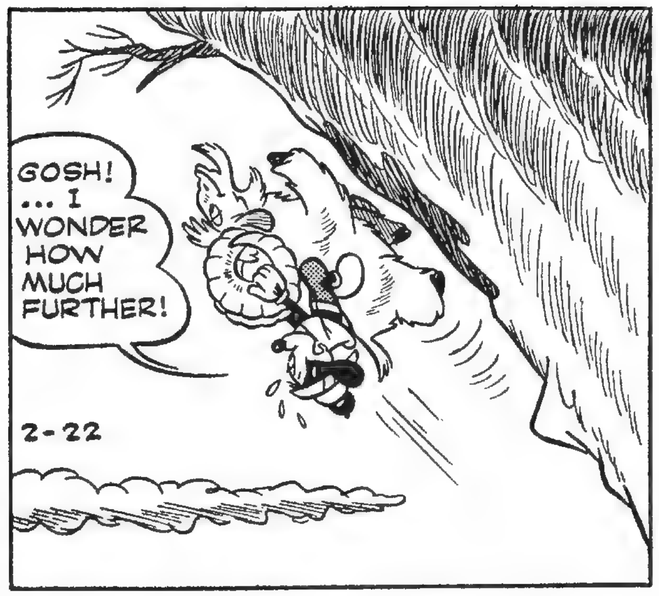
"GHOZUPP" WILL TAKE YOU!
2-20

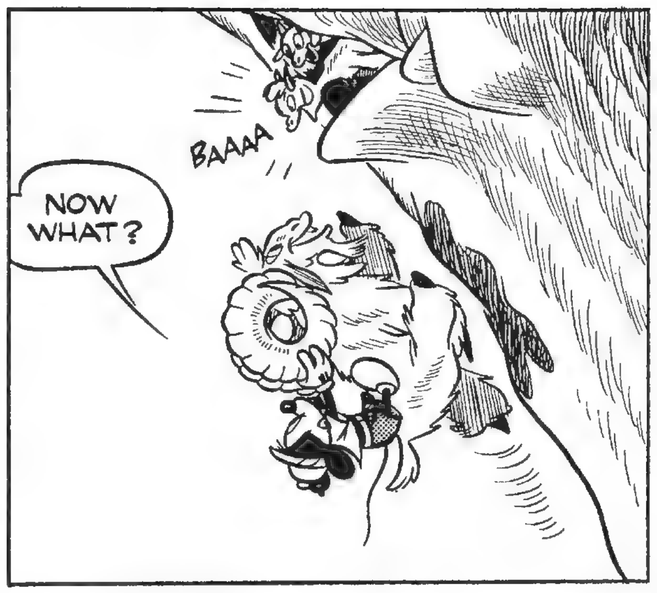
THANKS, DOC! I'M SORRY I WAS SUSPICIOUS ABOUT YOU!
THAT'S OKAY! SAY "HELLO" TO THE GODDESS FOR ME!
WALT DISNEY

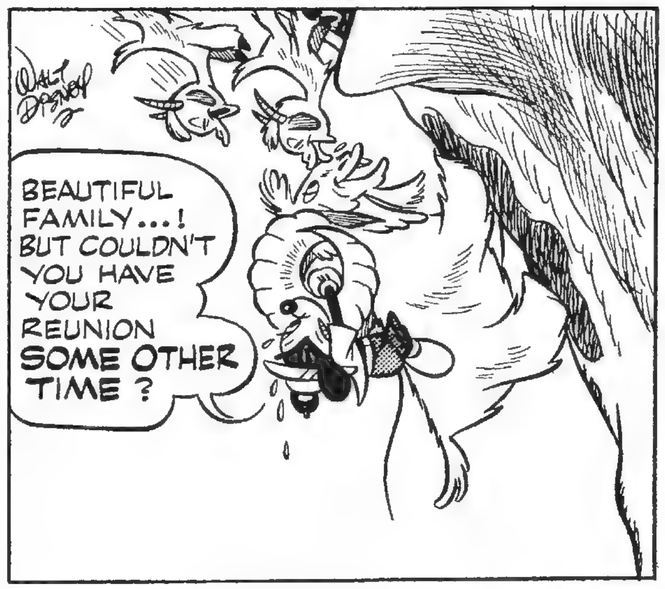

I WISH THE GOLDEN GODDESS LIVED NEARER THE GROUND!

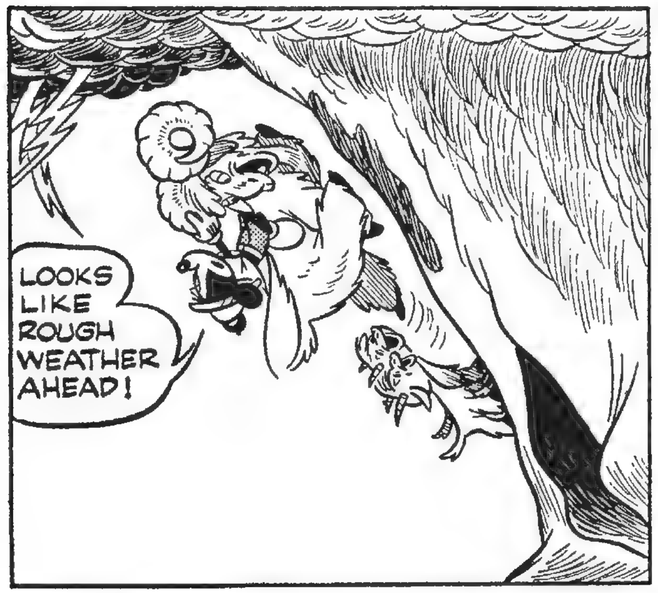
HADN'T WE BETTER CALL THE WHOLE THING OFF?
GHLORK!
2/21

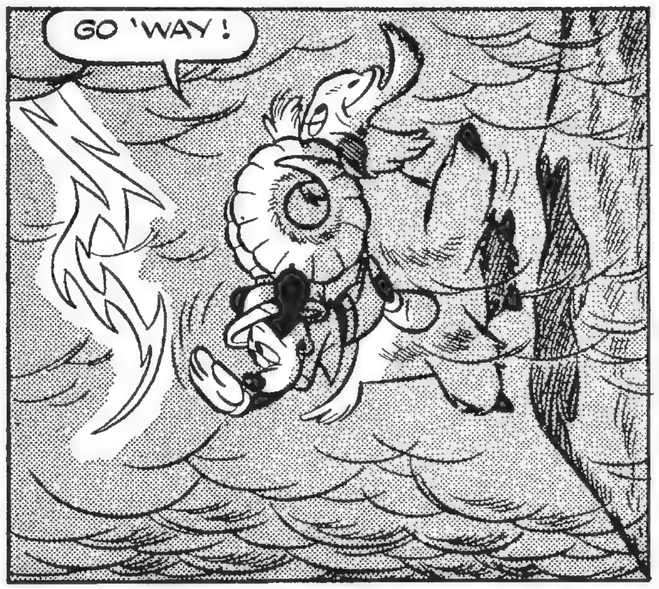

I DON'T WANT TO TELL YOU YOUR BUSINESS... BUT DO YOU THINK THIS IS A WISE PLACE TO STOP?
WALT DISNEY

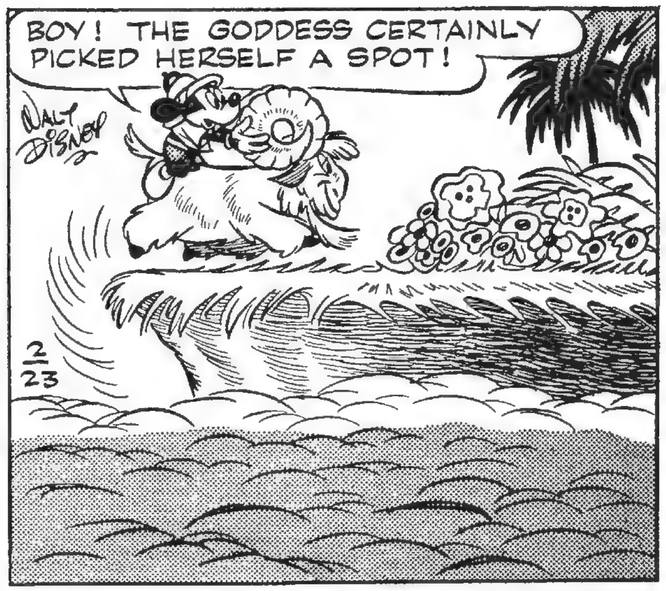

GOSH! ... I WONDER HOW MUCH FURTHER!
2-22

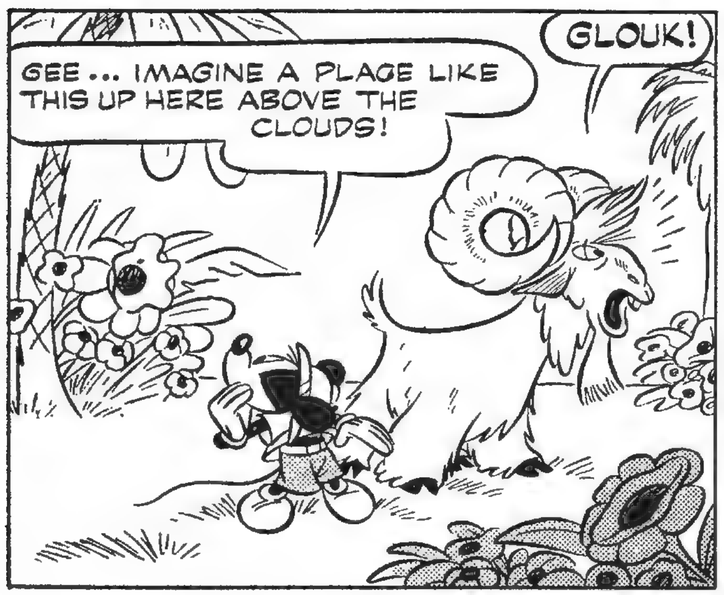

BAAAA
NOW WHAT?

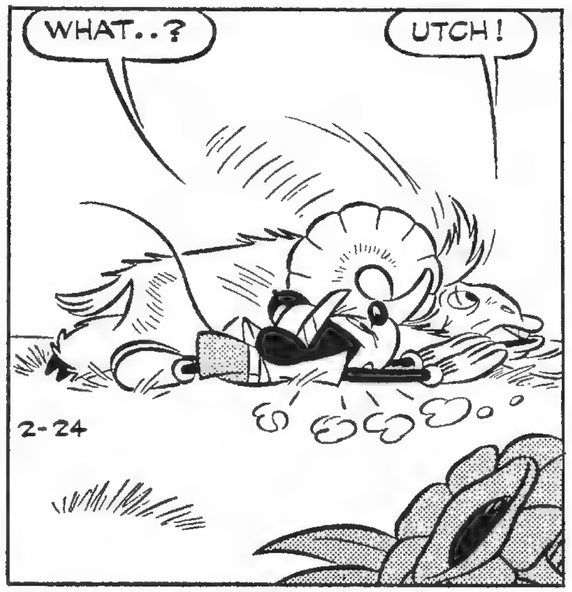

WALT DISNEY
BEAUTIFUL FAMILY...! BUT COULDN'T YOU HAVE YOUR REUNION SOME OTHER TIME?

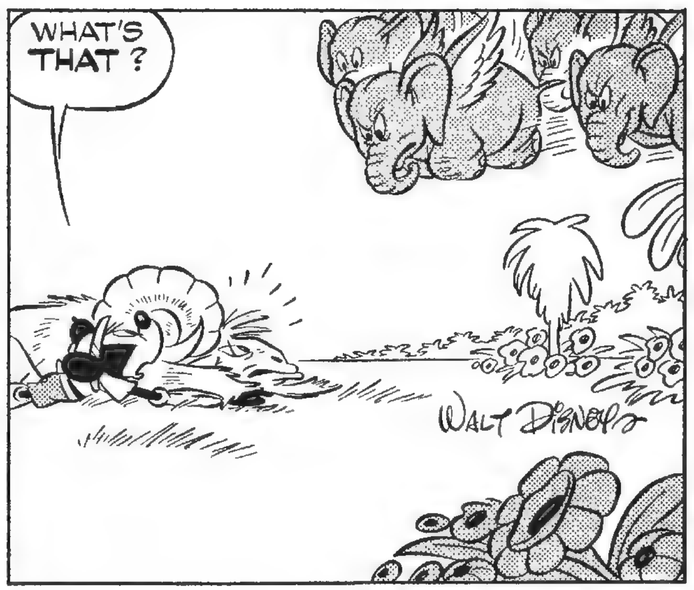

LOOKS LIKE ROUGH WEATHER AHEAD!

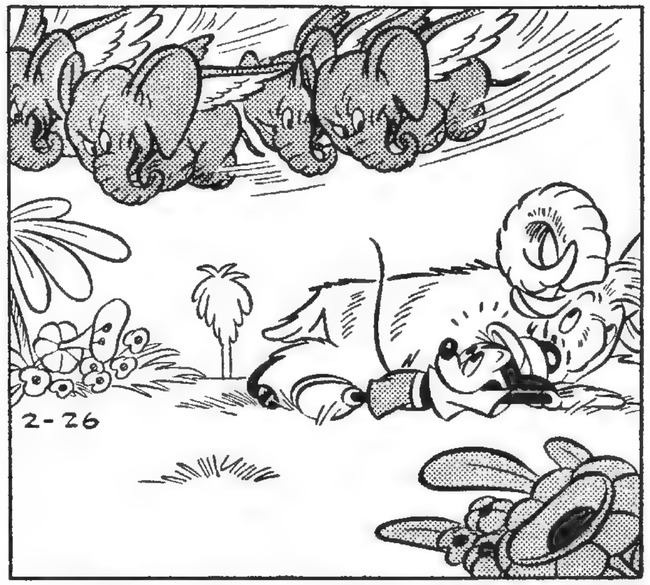

GO 'WAY!

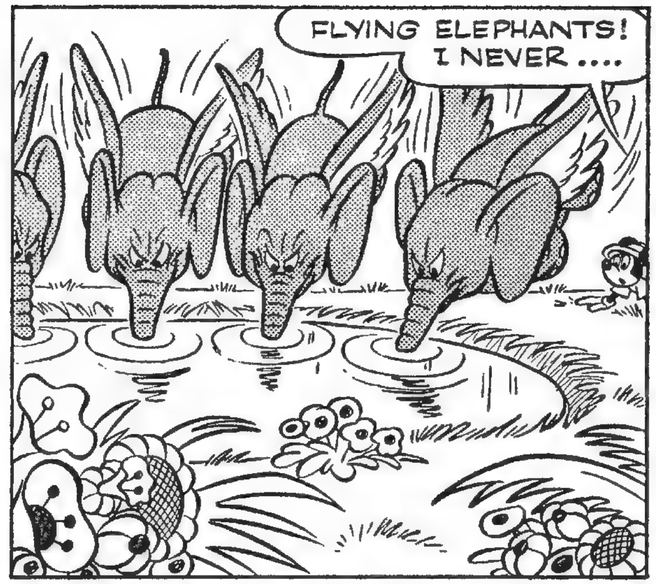

BOY! THE GODDESS CERTAINLY PICKED HERSELF A SPOT!
WALT DISNEY
2/23


GLOUK!
GEE... IMAGINE A PLACE LIKE THIS UP HERE ABOVE THE CLOUDS!

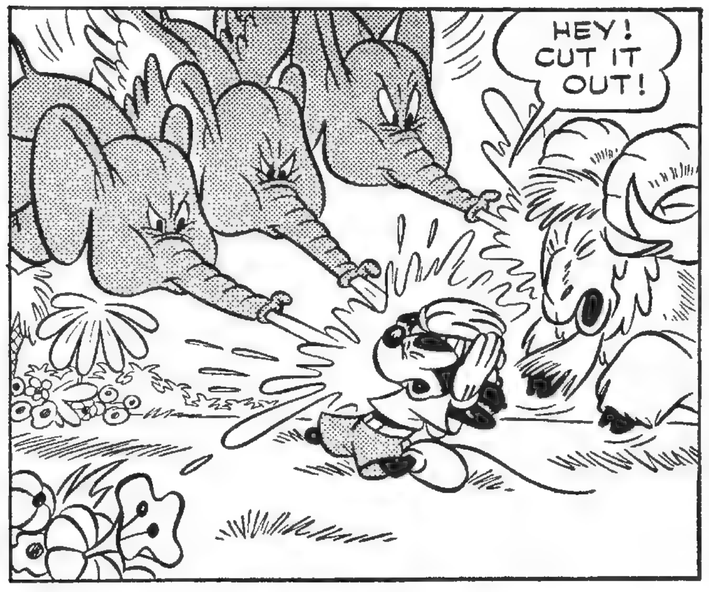

WHAT..?
UTCH!
2-24

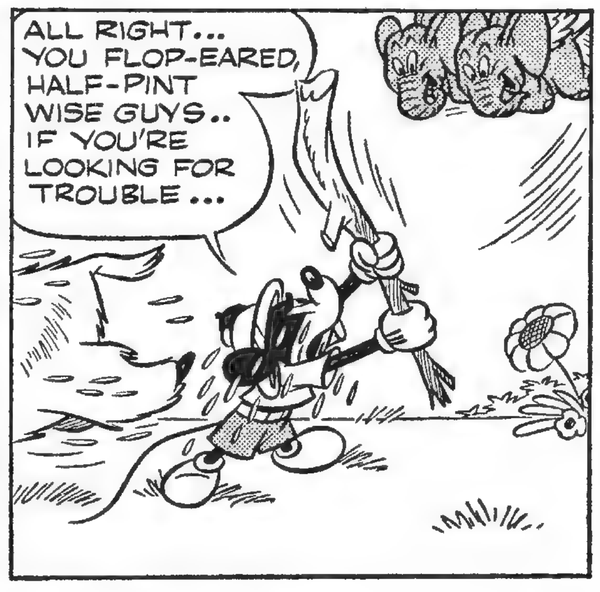

WHAT'S THAT?
WALT DISNEY


2-26

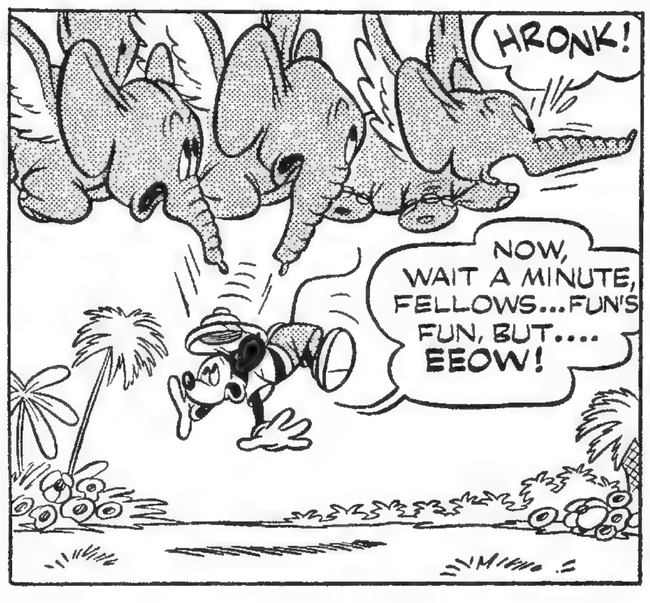

FLYING ELEPHANTS! I NEVER....

LOOK OUT! THEY'RE COMING BACK!
WALT DISNEY

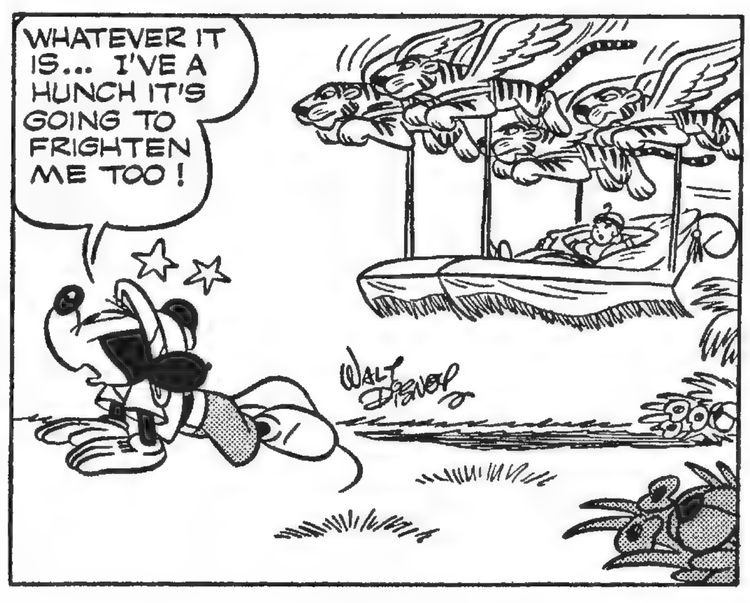

HEY! CUT IT OUT!


ALL RIGHT... YOU FLOP-EARED, HALF-PINT WISE GUYS.. IF YOU'RE LOOKING FOR TROUBLE...

BOYS... CAN'T YOU TAKE A LITTLE JOKE?
WALT DISNEY
2-27

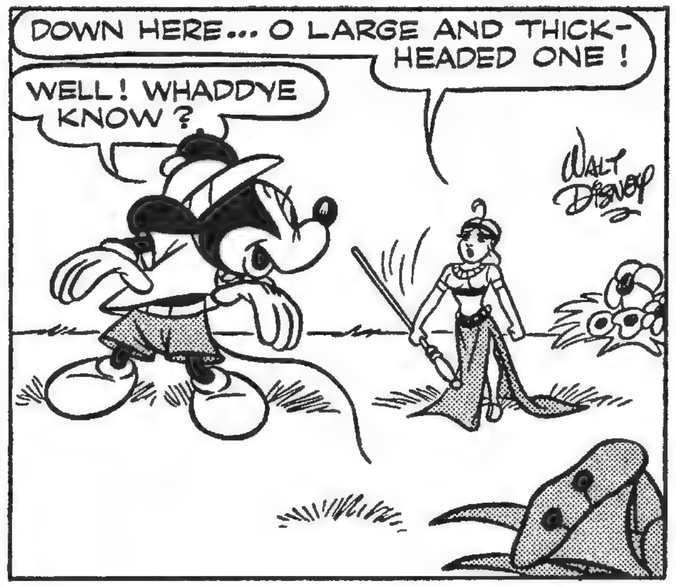

HRONK!
NOW, WAIT A MINUTE, FELLOWS...FUN'S FUN, BUT.... EEOW!

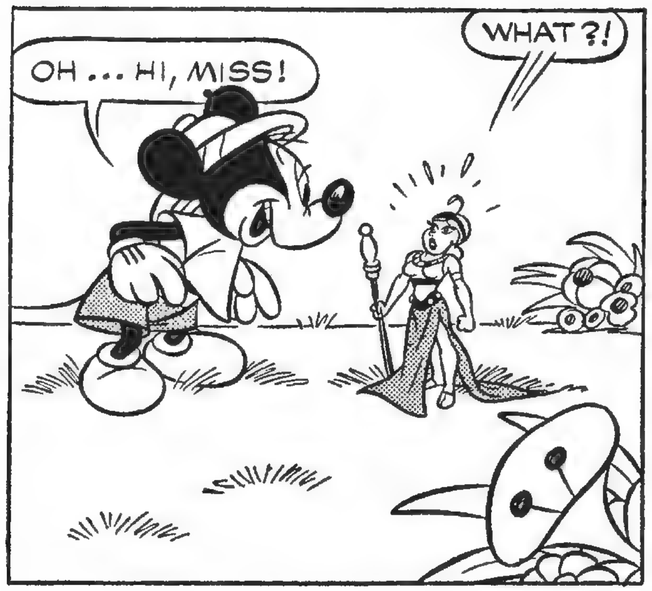
WHAT FRIGHTENED THEM?
2-28

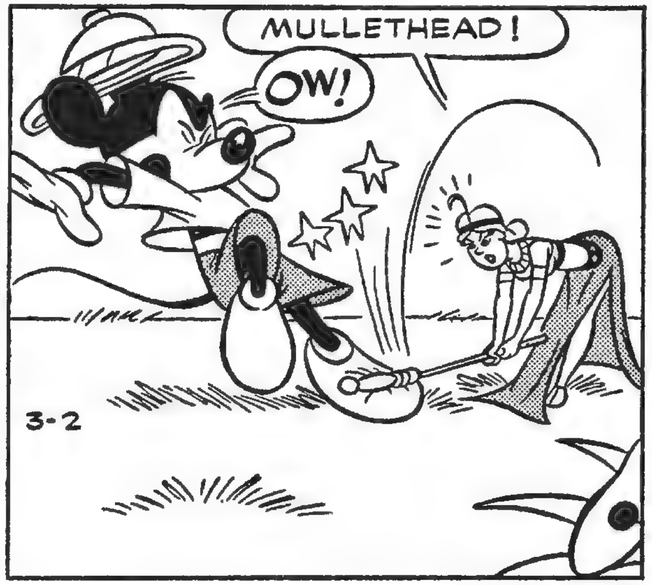

WHATEVER IT IS... I'VE A HUNCH IT'S GOING TO FRIGHTEN ME TOO!
WALT DISNEY

WISH I KNEW WHAT SCARED THOSE ELEPHANTS!

THOU, THERE!
COULD SWEAR I HEAR A VOICE!..?
3-1


DOWN HERE... O LARGE AND THICK-HEADED ONE!
WELL! WHADDYE KNOW?
WALT DISNEY

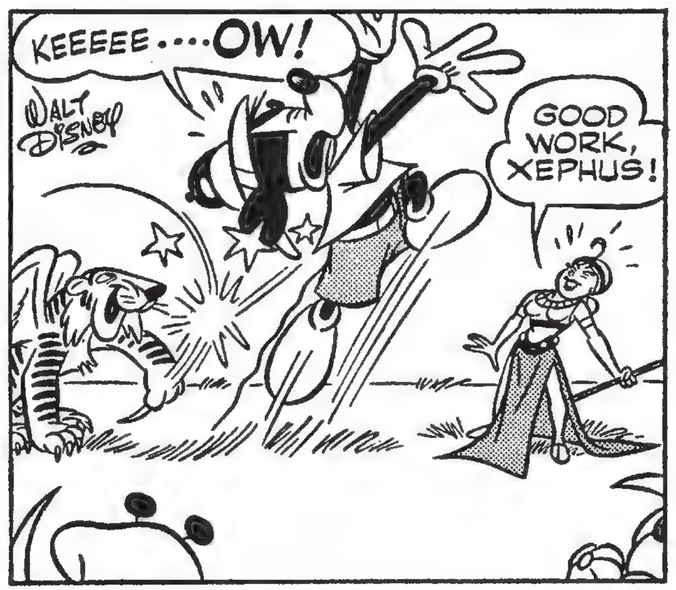

OH... HI, MISS!
WHAT?!


MULLETHEAD!
OW!
3-2

WHAT'S THE BIG.....?
BOW! BOW DOWN, DOLT! HAST NEVER SEEN A GODDESS BEFORE?
WALT DISNEY

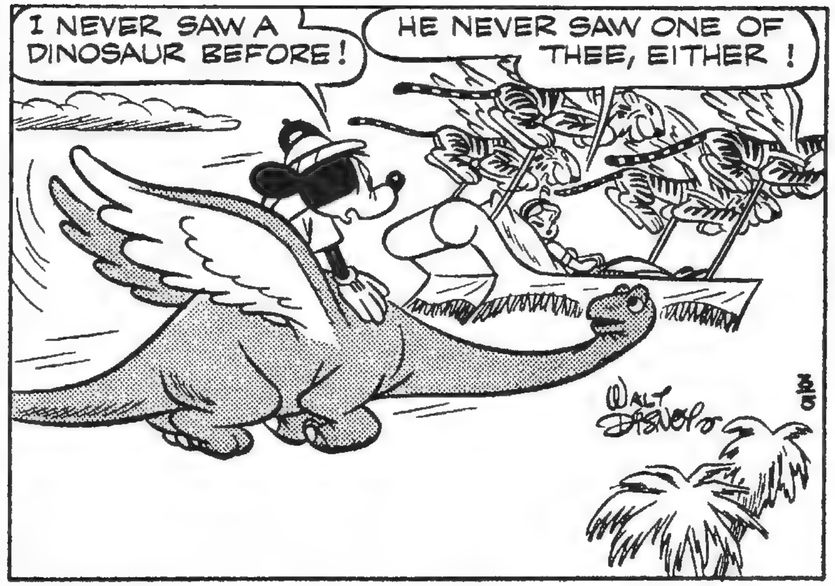
BOW LOW WHEN THOU MEET A GODDESS!
OKAY! OKAY! JUST AS YOU SAY...!

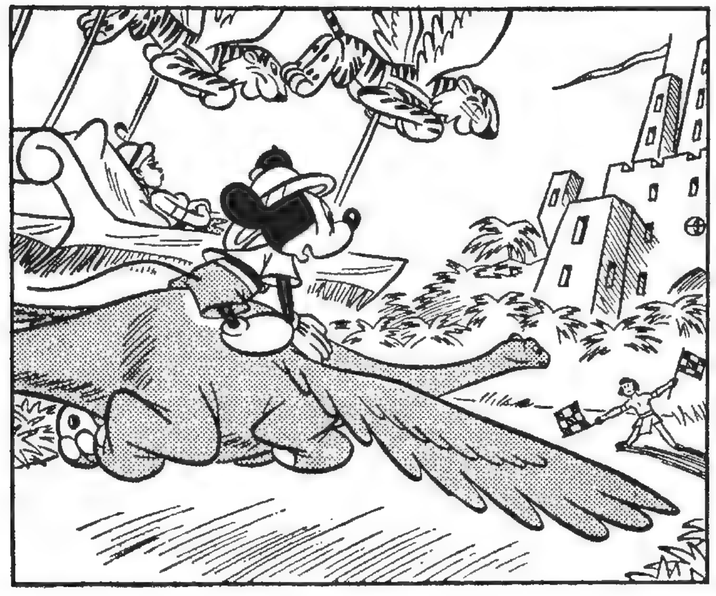
HOW'S THIS?
VERY GOOD!
3-3


KEEEEE....OW!
WALT DISNEY
GOOD WORK, XEPHUS!

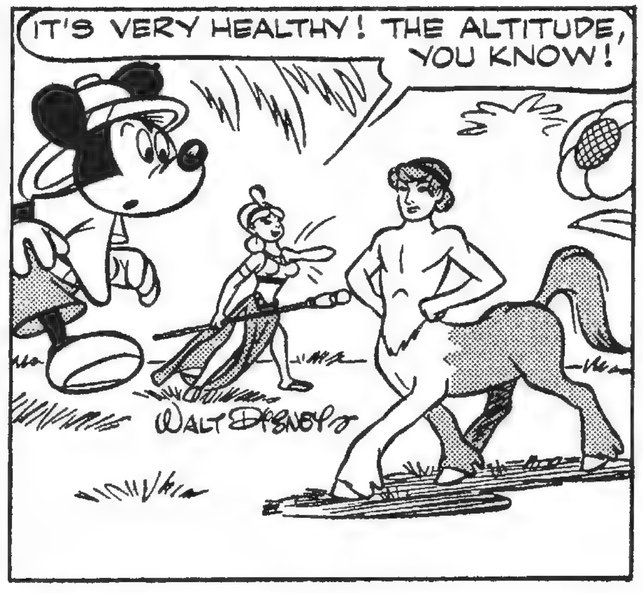
THAT WASN'T VERY FUNNY, GODDESS!
WHAT'S THE MATTER WITH THEE? NO SENSE OF HUMOR?

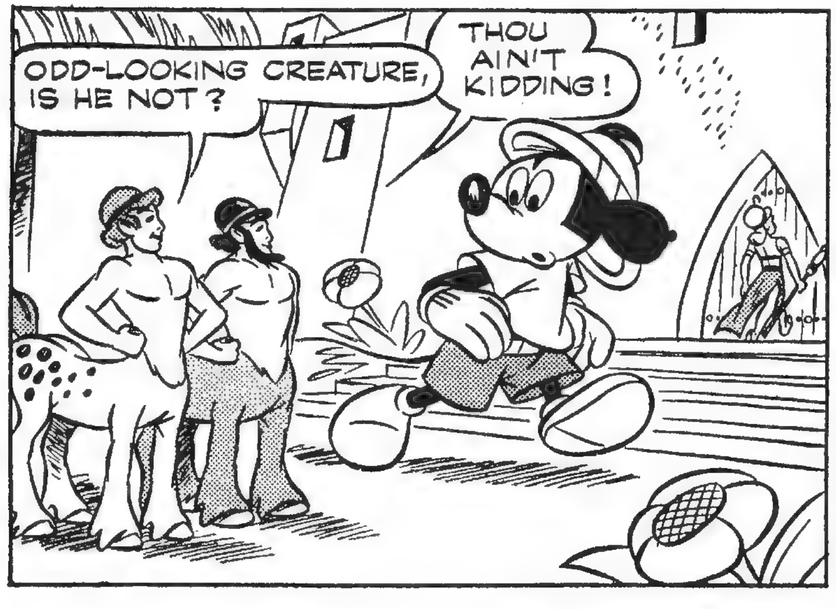
GODDESS.. I'VE COME TO YOU FOR HELP! I....
WELL, LET'S GET BACK TO THE PALACE! HEY, XERES!

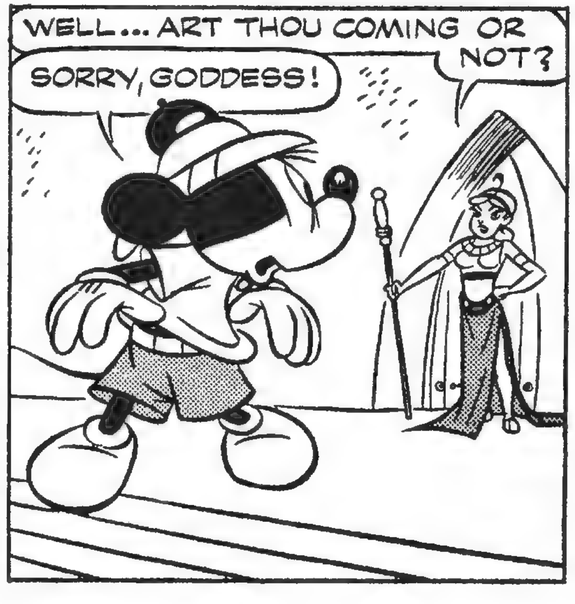

I NEVER SAW A DINOSAUR BEFORE!
HE NEVER SAW ONE OF THEE, EITHER!



GEE.. I THOUGHT THESE ANIMALS DIED OUT MILLIONS OF YEARS AGO!
NOT UP HERE!

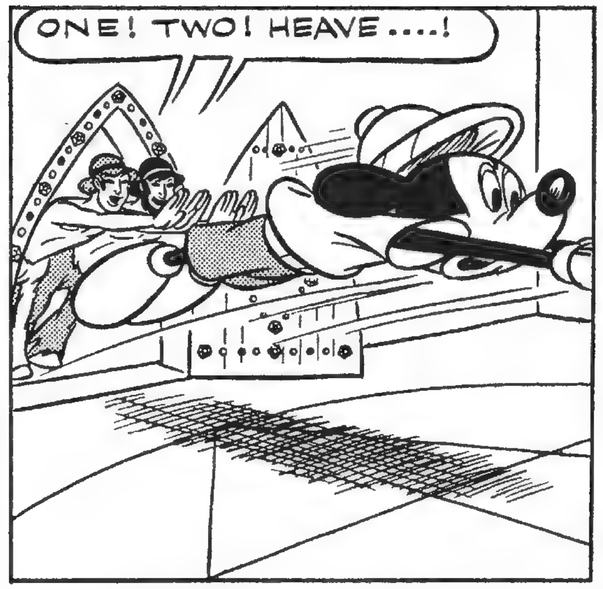

IT'S VERY HEALTHY! THE ALTITUDE, YOU KNOW!


ODD-LOOKING CREATURE, IS HE NOT?
THOU AIN'T KIDDING!

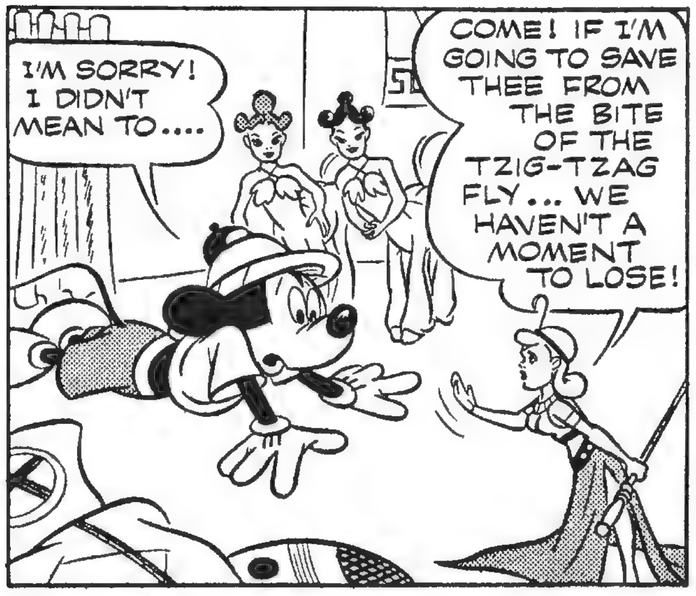

WELL... ART THOU COMING OR NOT?
SORRY, GODDESS!

KIND OF A CLOSE FIT!
LOOK OUT FOR THE WOODWORK! I'VE JUST HAD IT REJEWELED!

WE'LL GIVE THEE A HAND!
OKAY... BUT NOT HIM!


ONE! TWO! HEAVE....!

WHAT'S THE MATTER? HAST THOU NEVER SEEN LADY CENTAURS BEFORE?
WALT DISNEY

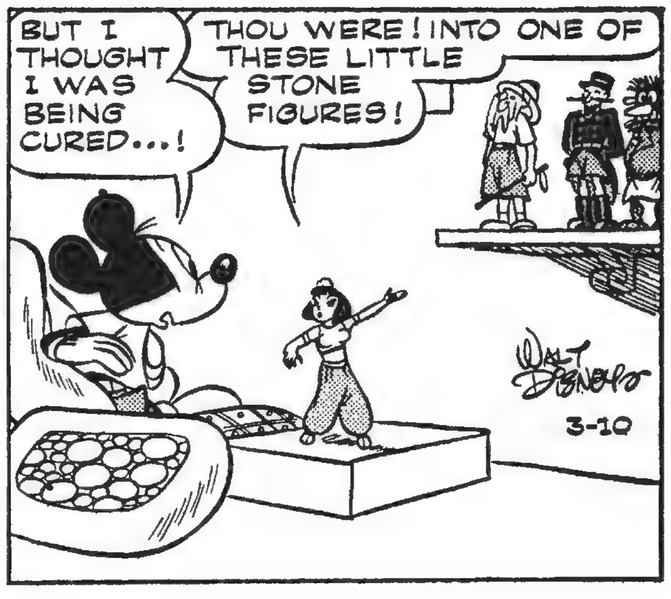

I'M SORRY! I DIDN'T MEAN TO....
COME! IF I'M GOING TO SAVE THEE FROM THE BITE OF THE TZIG-TZAG FLY... WE HAVEN'T A MOMENT TO LOSE!

RIGHT IN HERE!

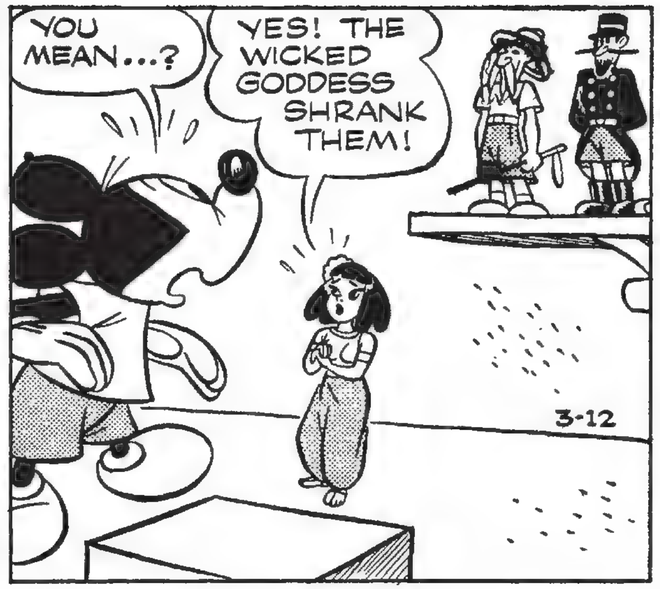
THIS MAY TAKE SOME TIME!
DON'T HURRY ON MY ACCOUNT!
WALT DISNEY
3-9

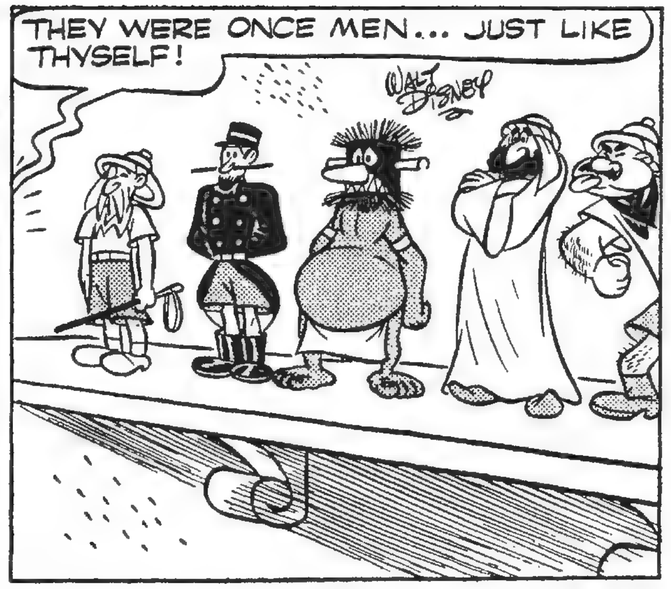
THERE! THAT WILL DRAW THE POISON OF THE TZIG-TZAG FLY...

SHE'S GONE! I MUST TAKE THIS OFF QUICKLY!

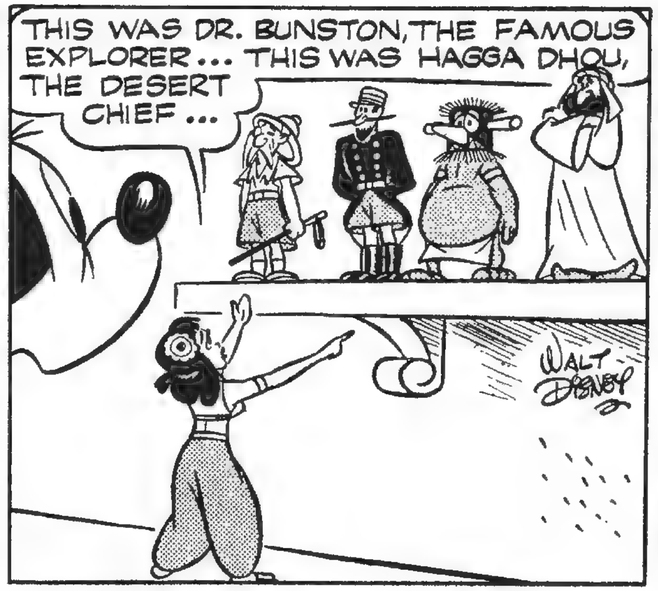

BUT I THOUGHT I WAS BEING CURED...!
THOU WERE! INTO ONE OF THESE LITTLE STONE FIGURES!
WALT DISNEY
3-10

IF THOU DON'T GET OUT OF HERE ... THOU WILL BE JUST LIKE THEM!

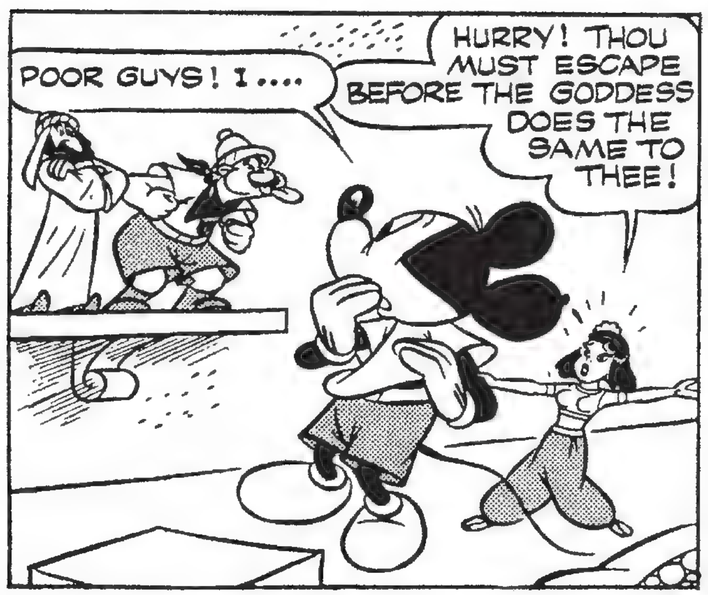

YOU MEAN...?
YES! THE WICKED GODDESS SHRANK THEM!
3-12


THEY WERE ONCE MEN... JUST LIKE THYSELF!
WALT DISNEY

AND THESE WERE ONCE REAL MEN BEFORE THE GODDESS SHRANK THEM?
ALL OF THEM!
3-13

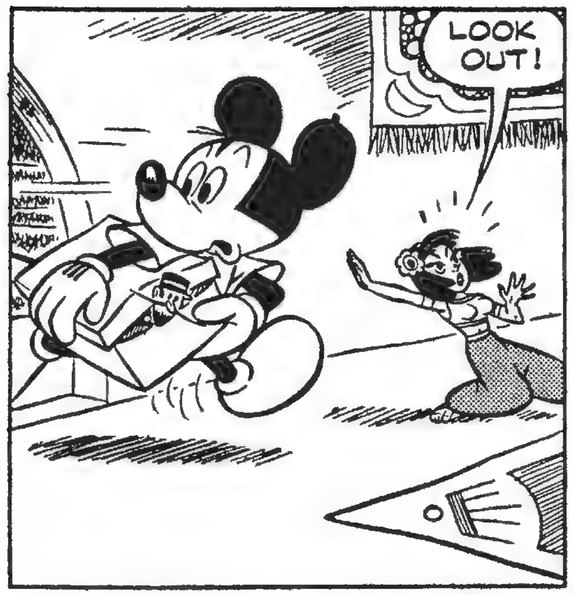

THIS WAS DR. BUNSTON, THE FAMOUS EXPLORER... THIS WAS HAGGA DHOU, THE DESERT CHIEF...
WALT DISNEY

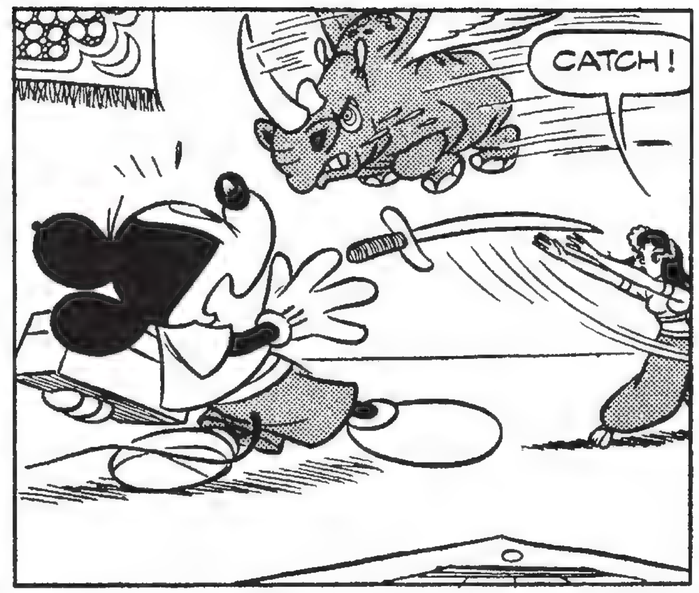
THIS WAS MAJOR GILL, THE ANIMAL HUNTER... HE PUT UP QUITE A FIGHT!

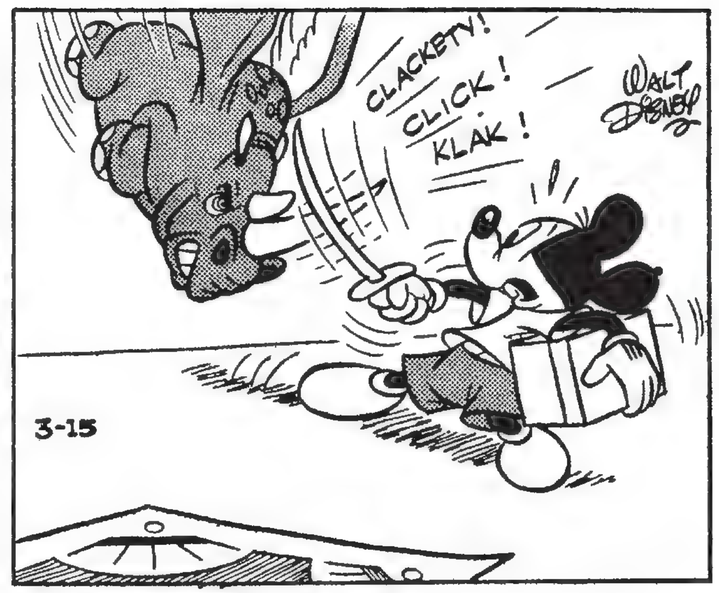

POOR GUYS! I....
HURRY! THOU MUST ESCAPE BEFORE THE GODDESS DOES THE SAME TO THEE!

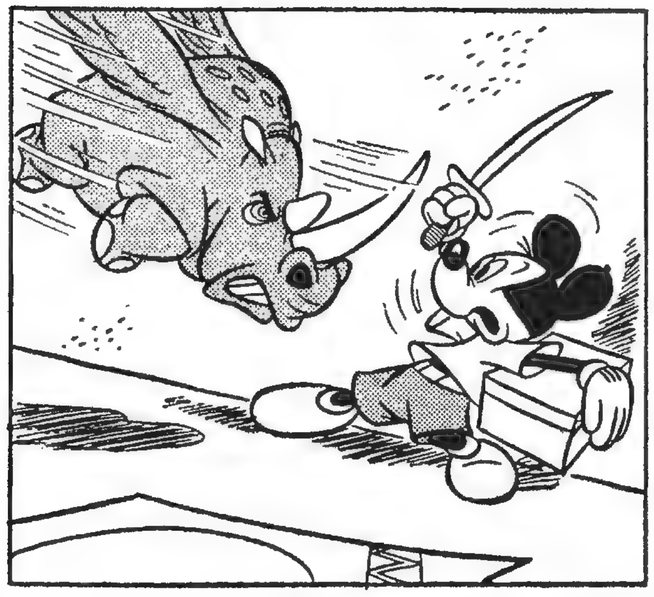
HOLD ON A MINUTE!
3-14

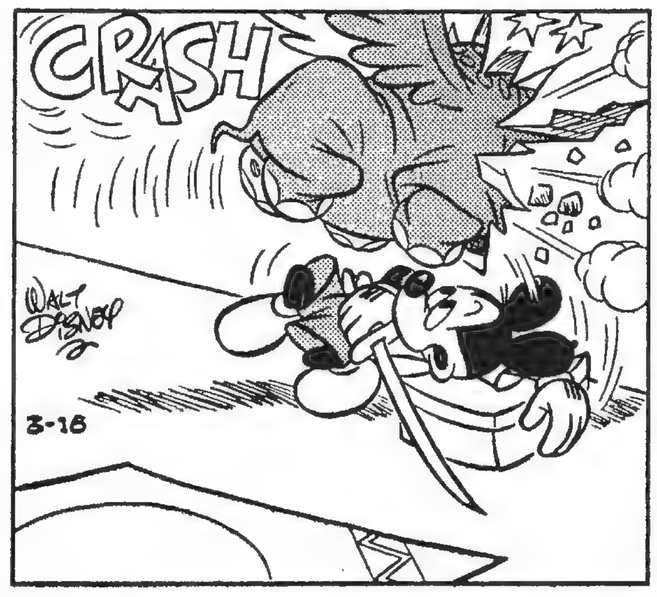
I JUST CAN'T LEAVE THEM BEHIND!
COME ON!
WALT DISNEY

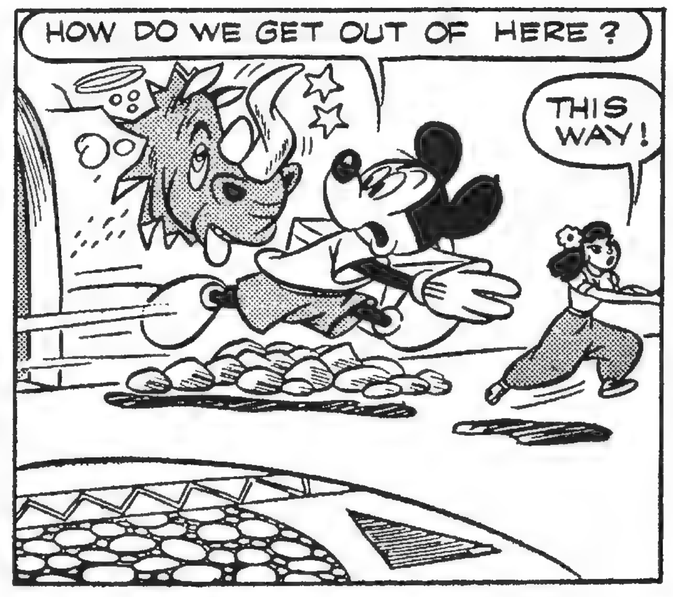

LOOK OUT!


CATCH!

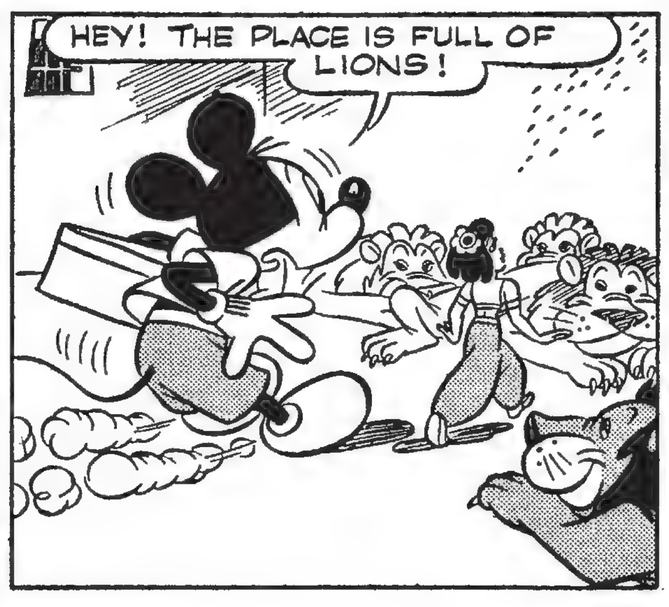

CLACKETY!
CLICK!
KLAK!
WALT DISNEY
3-15




CRASH
WALT DISNEY
3-16

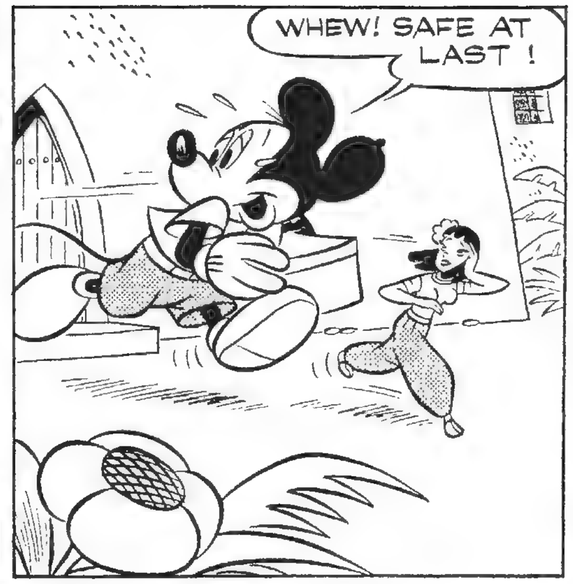

HOW DO WE GET OUT OF HERE?
THIS WAY!

HURRY! BEFORE THE GODDESS FINDS THOU HAS ESCAPED!
3-17

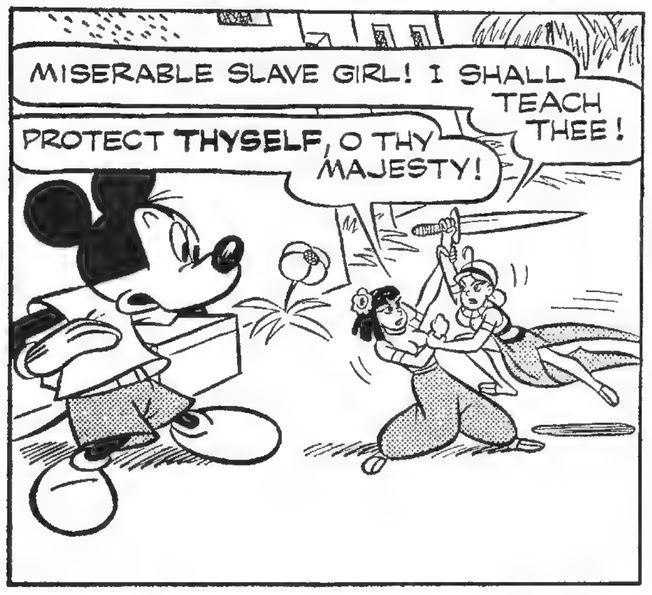

HEY! THE PLACE IS FULL OF LIONS!

DON'T WORRY! THEY'VE JUST HAD THEIR DINNER!
DESSERT TOO?
WALT DISNEY

EXCUSE ME, PLEASE!
HURRY!

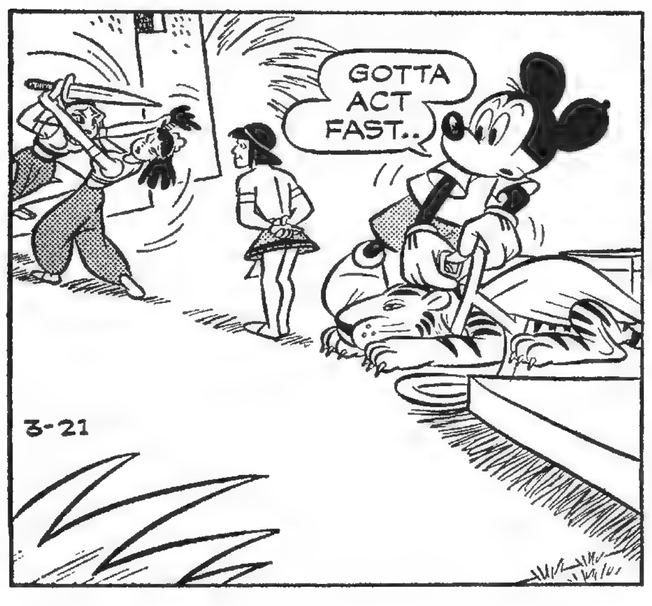

WHEW! SAFE AT LAST!

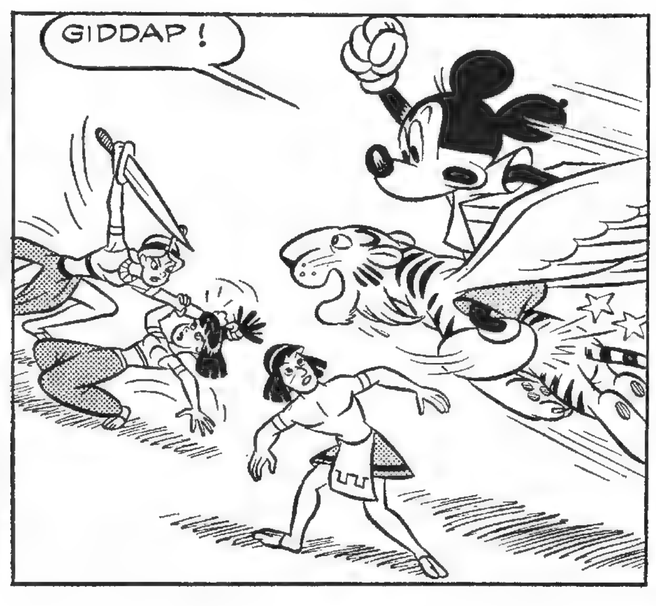
DID THEE SAY "SAFE"?
3-19
WALT DISNEY


MISERABLE SLAVE GIRL! I SHALL TEACH THEE!
PROTECT THYSELF, O THY MAJESTY!

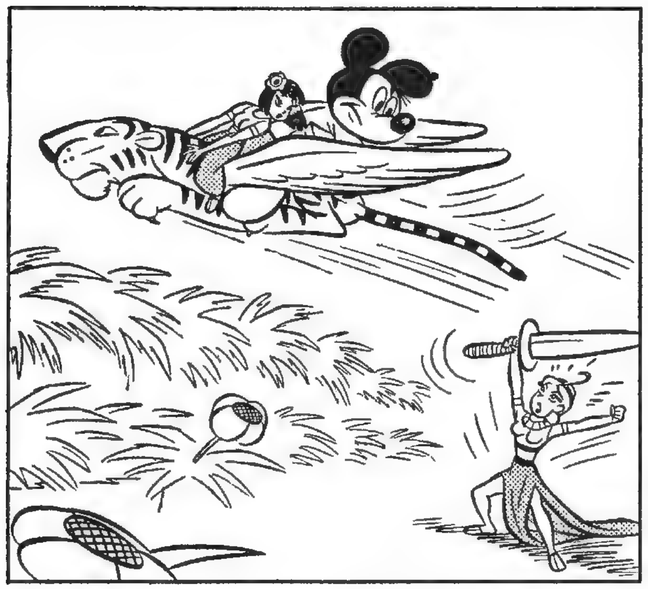
THOU BETTER STAND BACK!
3-20

A FELLOW COULD GET HURT IN THERE!
THOU AIN'T KIDDING!
WALT DISNEY


GOTTA ACT FAST..
3-21


GIDDAP!

WALT DISNEY
GRAB HOLD! QUICK!



WE'VE GOT TO GET OUT OF HERE!
SHE'LL KILL US BOTH NOW!
AFTER THEM!

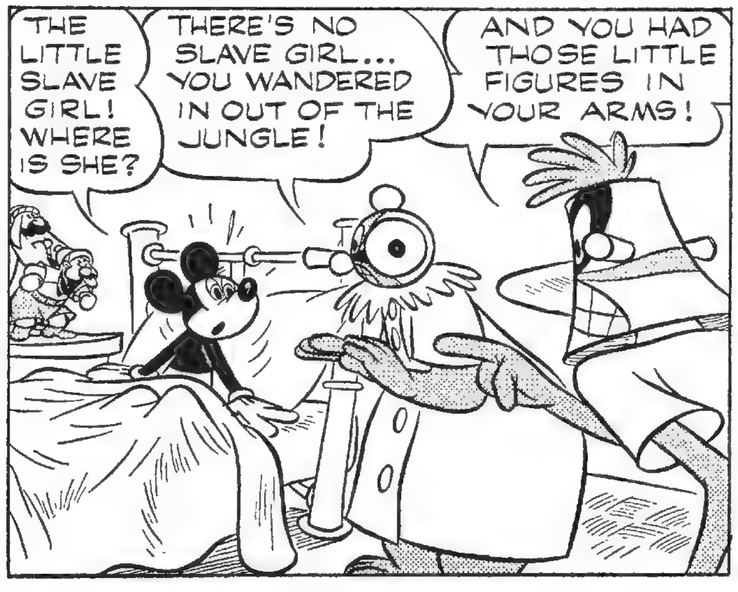
THEIR FLYING EQUIPMENT IS FASTER THAN OURS! AFRAID WE'RE DONE FOR!
SHOOT THEM! SHOOT THEM DOWN!
WALT DISNEY
3-22

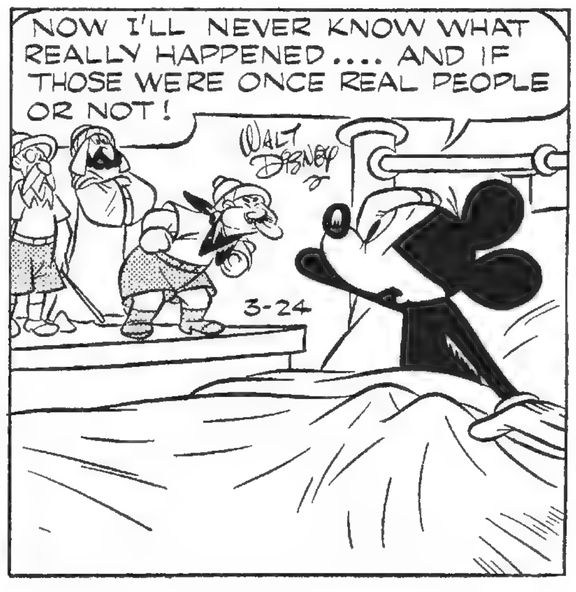
THIS LOOKS LIKE THE END!
LOOK!

GREAT! MAYBE WE CAN LOSE THEM IN THE CLOUDBANK!
WALT DISNEY
3-23

LOOK OUT! WE'RE GOING TO CRASH!

LOOK OUT! WE'RE GOING TO CRASH!
I THINK HE'S REGAINING CONSCIOUSNESS!
HE'S HAD A BAD SIEGE OF FEVER!


THE LITTLE SLAVE GIRL! WHERE IS SHE?
THERE'S NO SLAVE GIRL... YOU WANDERED IN OUT OF THE JUNGLE!
AND YOU HAD THOSE LITTLE FIGURES IN YOUR ARMS!


NOW I'LL NEVER KNOW WHAT REALLY HAPPENED.... AND IF THOSE WERE ONCE REAL PEOPLE OR NOT!
WALT DISNEY
3-24

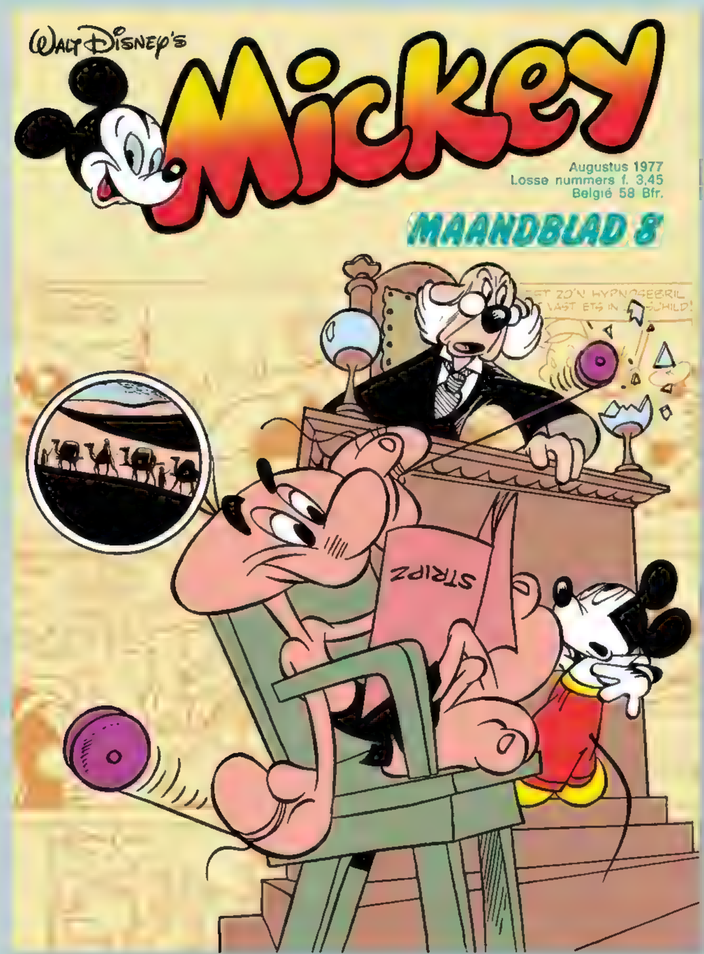
THE GOTTFREDSON ARCHIVES

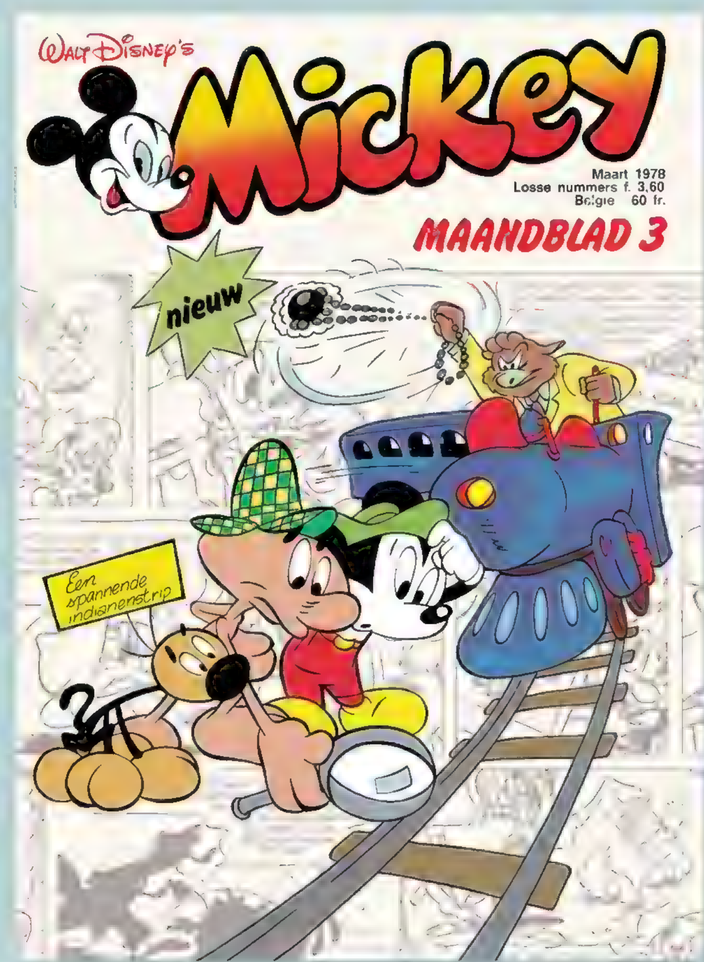
Essays and Special Features

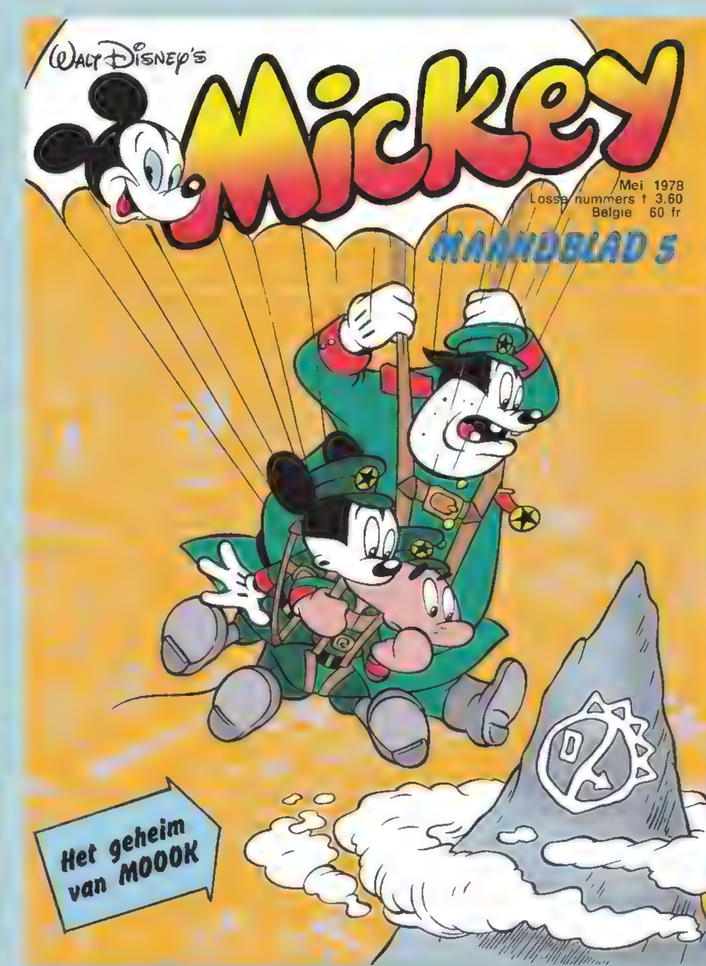
Gottfredson's World: COLD WAR CHRONICLES

Every country that loves Mickey Mouse has had its own edition—or editions—of Floyd Gottfredson's epics. And each country's Disney comics publisher has tried to make its version unique, usually by asking homegrown talent to create their own covers for the stories. In this series we're proud to anthologize these images and give you a sense of how far Gottfredson's classic tales have traveled.

Mickey's and Eega's Cold War adventures—the majority of which are included in this volume—were never reprinted in the United States as cover features; but they were quite often deemed cover material in the European theater of war. Could someone see Russia from Mouseton... or vice versa? [DG]



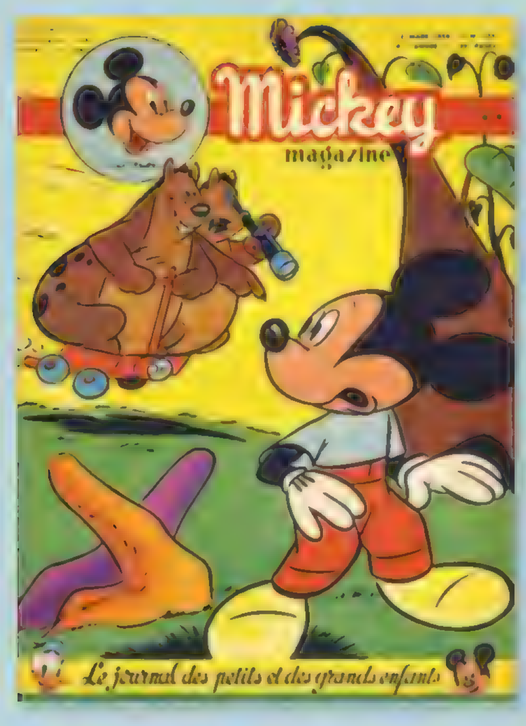


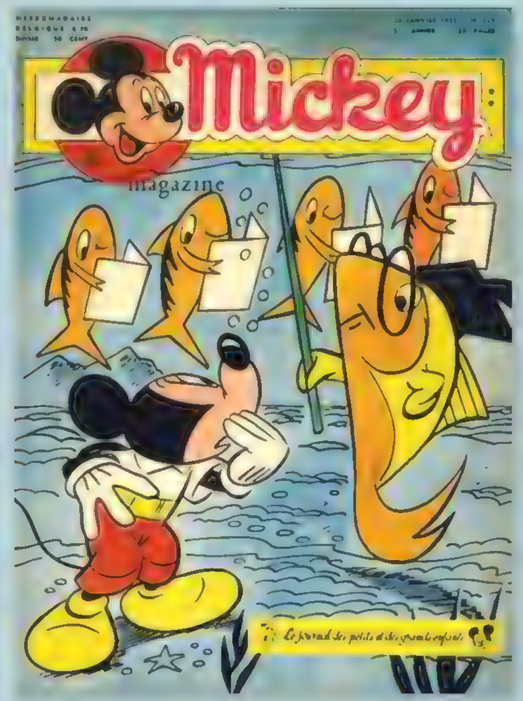


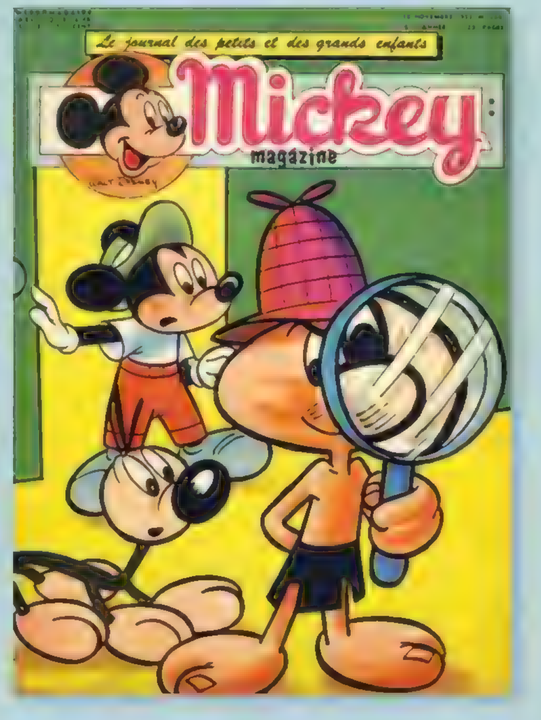
ABOVE: Dutch *Mickey Maandblad* 1977-08, 1978-03, and 1978-05, illustrating "An Education for Eega," "The Syndicate of Crime," and "The Moook Treasure" respectively. Art by Daan Jippes, color restoration by Erik Rosengarten; images courtesy Sanoma. Special thanks to Roy Kooijman for research assistance.

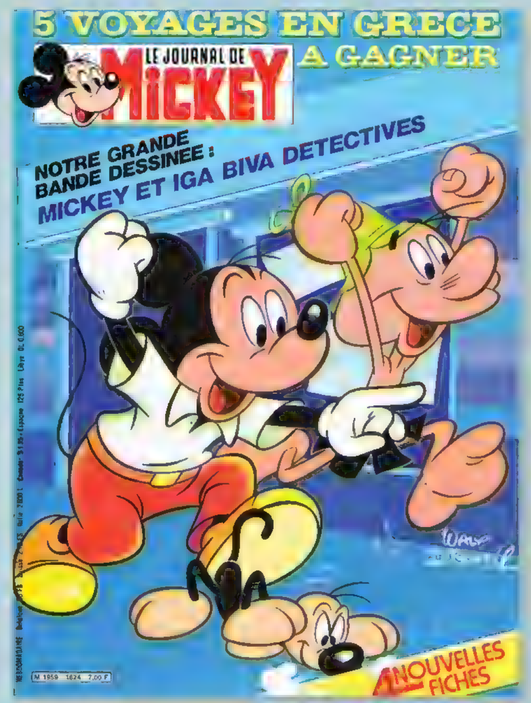
OPPOSITE, TOP (L-R): Belgian *Mickey Magazine* 179 (1954), 224 and 266 (both 1955), illustrating "Planet of the Aints," "Land Beneath the Sea," and "The Syndicate of Crime" respectively. Images courtesy Francois Willot.

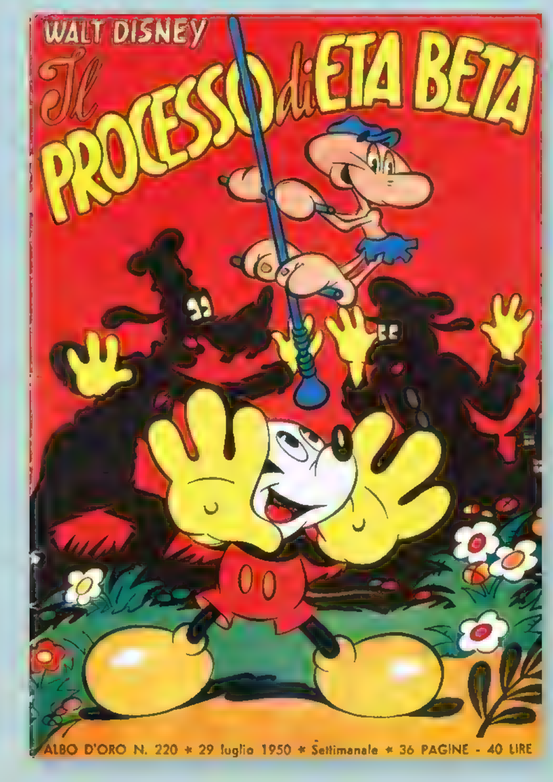
OPPOSITE, BOTTOM (L-R): Italian *Albi d'oro* 220 (1950) and *Albi della Rosa* 128 and 131 (both 1957), illustrating "An Education for Eega," "Mousepotamia," and "Pflip's Strange Power." Art by Michele Rubino (*AO* 220) and Ambrogio Vergani (*AR* 128, 131); images courtesy Luca Boschi.











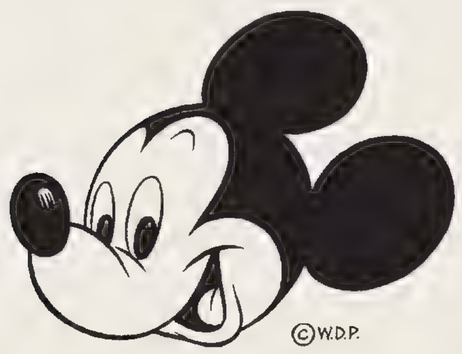
ABOVE TWO: French *Le Journal de Mickey* 1624 (1983) and 1661 (1984), illustrating "The Syndicate of Crime" and "The Moook Treasure." Art by Claude Marin; images courtesy Jacques Echegaray.

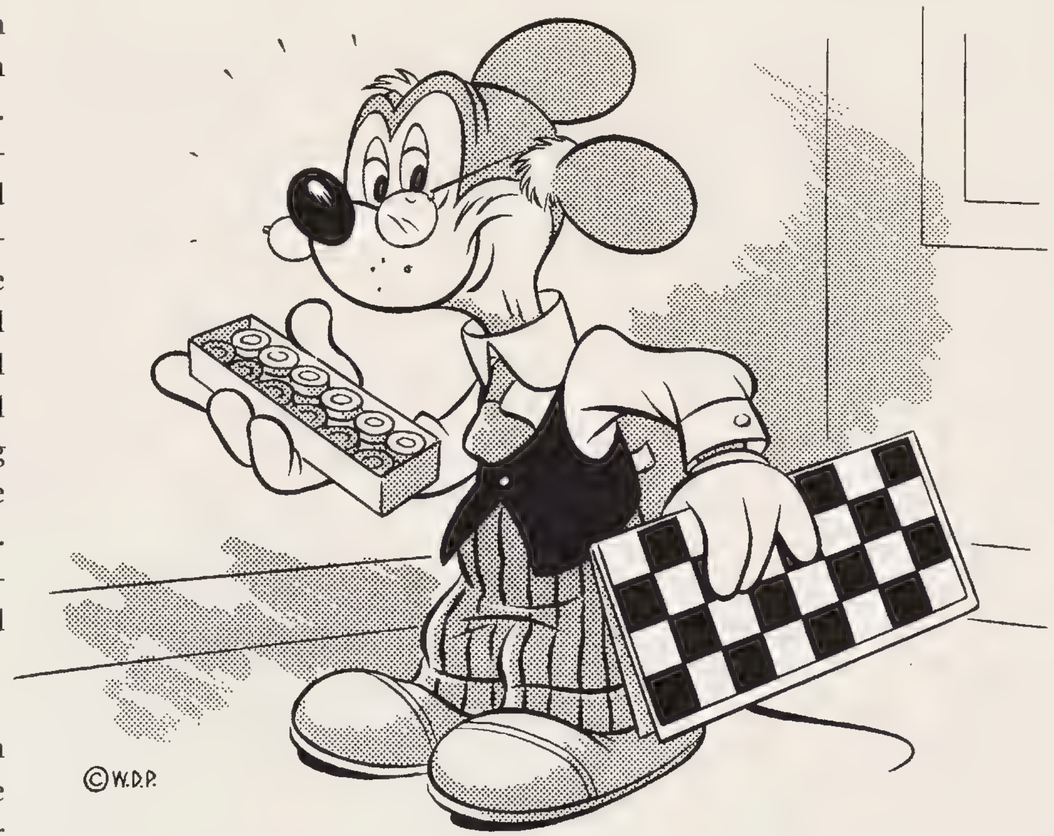
Floyd Gottfredson liked to describe him as "a Mouse against the world"; and in 1950, as in 1930, the description held true. Hustled from adventure to adventure—quite often out of his own control—and oppressed by power-players from dog-catchers to dictators, Mickey Mouse twenty years into his comics career still preserved a fair amount of his original character description. Mickey was still the archetypal "little guy": still striving to do good, make good, and make the best of a world much larger than him. And should all else fail—in a pinch—Mickey still had those finely-honed mousey fight-or-flight instincts.

Yet almost all else *had* failed.

In previous volumes we have seen Gottfredson's Mickey adapt from one era to the next. In the early 1930s our hero grew from rascal to Horatio Alger boy; the decade's middle years saw him strive, awkwardly at first, for some measure of adult authority. Goofy as a best friend led to Mickey as a mentor—and Mickey as a bona fide adult, if a frequently exasperated one. Then came the war, and the fedora hat, and the feeling—endemic to Bill Walsh's writing in particular—that while adventure continued to find Mickey, Mickey might no longer want to find it. Middle-aged men generally didn't; and however unconsciously, Gottfredson and Walsh by 1950 often cast Mickey as a stereotypical middle-aged man.

What were the signs? Mickey could stray from Minnie, like *Bringing Up Father*'s Jiggs from Maggie, at the sign of any pretty face—even an evil pretty face, like the rejuvenated Granny in "Itching Gulch" (1949). Mickey less often took the initiative in plotlines; when he pushes a nervous Eega Beeva into hunting for "The Moook Treasure" (1950), it is tellingly the first example of such go-getterism in awhile. More often Eega takes the lead when he is present: handling certain bits of business—like the Bugs Bunnyish use of a quick-change disguise to fool a spaceman—that would obviously have been Mickey's bailiwick just a few years before.





Indeed, if Mickey was sidelined in the humor department by the maturing Goofy, Mickey's relationship with Eega—the closest thing to an intellectual match he had had in awhile—sidelined Mickey in other ways. It cannot be denied: Eega gave Mickey a myriad of new challenges and adventure chances. Yet the more Eega got used to life in 1948, the less he felt like a nutty time traveler, and more like a second Mickey; or, now and then, a more eager, more exciting Mickey.

So what of Mickey once Eega leaves the scene? Encouragingly, the first post-Eega Gottfredson tale—"Mousepotamia" (1950)—shows our hero retaking center stage at his dashing best: yanked into an adventure with no choice in the matter, but grabbing the moment once there with bumptious savoir faire. In the effort to unseat a tyrannical Ruritanian ruler, Mickey doesn't necessarily *need* to challenge him by becoming a Robin Hood-like highwayman—but that's his boyish, exciting plan.

Alas, it is among the last boyish plans for a Mickey who, even without Eega Beeva at his side, soon reverts to being more reactive than active. While still generally portrayed as daring, snarky, and ready to rise to any occasion, even mid-adventure Mickey now and then shows his years. One wonders if Minnie glimpsed him graying around the temples.

Joking aside, Minnie's own fate is telling as well. While we have previously analyzed her evolving role in detail, she is now such a peripheral figure—less often seen than referenced—that her place becomes that of de facto sitcom spouse: a staid better-half whom the protagonist reflects on, often ruefully, while hanging out elsewhere with same-sex peers. In another sign of Mickey's middle age, his days of exuberant wooing are done.

Happily, his years of adventure are not. [DG]

LEFT AND ABOVE: How old *was* the later comic strip Mickey? This pair of 1948 publicity sketches, drawn by Gottfredson for Mickey's 20th anniversary, compares our hero's ageless self with "as he would appear if he had aged normally." Images courtesy Disney Publishing Worldwide.

THE HEIRS OF GOTTFREDSON:

Noel Van Horn

» By David Gerstein

The 1970s and 1980s saw numerous new Disney comics talents emerging in North America and Europe: some actively recruited or encouraged by Disney itself, others driven by nostalgia or admiration for Disney comics past. In the cases of famous names like Daan Jippes, Don Rosa, and William Van Horn, the talents had grown up with the vibrant, oft-reprinted Donald and Scrooge McDuck stories of Carl Barks—and, not surprisingly, gravitated toward producing Duck adventures of their own.

But the 1980s also witnessed an upswing in the reprinting and availability of Floyd Gottfredson's works, allowing a younger generation to come of age on his emotive, adventurous Mickey: as striking to many Generation X youngsters as Barks' beloved Ducks. Perhaps the most accomplished "fan-turned-pro" to latch onto the Gottfredson inspiration was William Van Horn's son Noel.

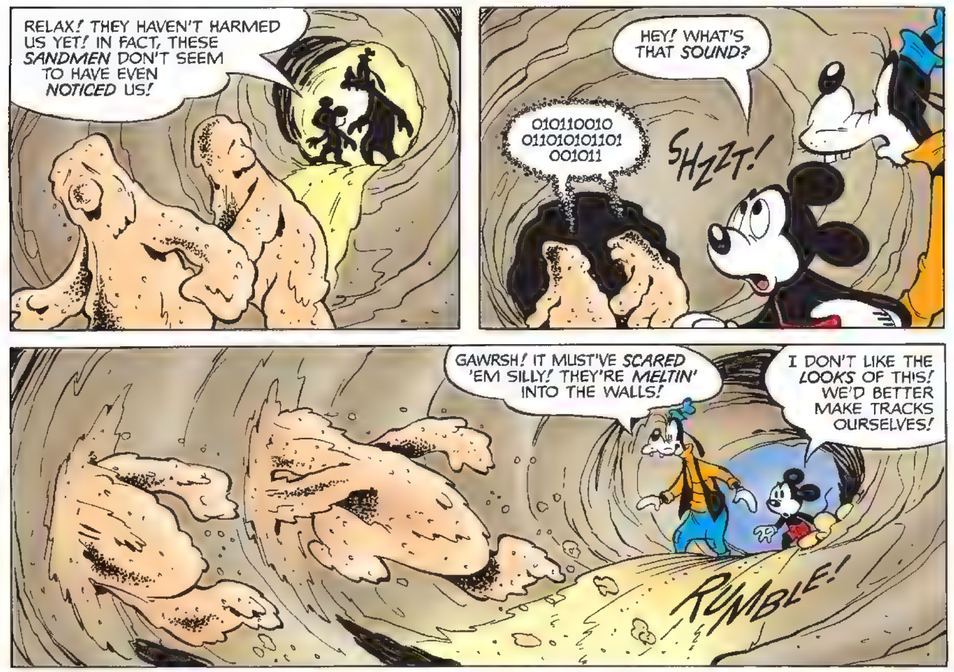
To be fair, Mickey was not Noel Van Horn's very first choice in Disney protagonists. "My very first introduction to a Disney story was Bucky Bug in 'War with the Flies,' from the *Silly Symphony* Sunday strip," Van Horn remembers today. "I learned to read on my dad's old copies of *Walt Disney's Comics and Stories*; I was quite captivated." Born in 1968, young Noel encountered *WDCS* backstock in his father's art studio, and a run of 1942 issues serialized Bucky's war saga—all of it characteristically told in verse. Bug fandom stuck with Noel through his school years at Emily Carr College of Art and Design. Then in the early 1990s, through his father, Noel became acquainted with story editors Byron Erickson and Bob Foster: both former editors of American Disney comic books, both now working with William's present employer, the Danish Disney licensee Egmont Creative.

Noel hoped to create Bucky stories of his own for them; alas, the character was unknown in Denmark. "Their reaction was to laugh." Luckily, Erickson offered another prospect. "If I had known Mickey was an option, I'd never have mentioned Bucky Bug," Noel recalls. "My favorite Mickey story was Gottfredson's 'Mighty Whale Hunter' (1938), exciting and bold, and I had access to both versions": the Gottfredson original, reprinted in 1980, and a 1951 comic book version redrawn by Bill Wright. "Naturally, I knew which direction I was going to go in."

At the time, Egmont's Mickey Mouse stories were generally drawn in a boxy style based on 1971 Paul Murry designs; as in the older stories scripted for Murry, Mickey was typically cast as either a businesslike detective or a strict sitcom parent. Northern European readers only ever met a Gottfredson-style Mickey in oversized reprint books. Suddenly, thanks to Byron Erickson and Noel Van Horn, he was in Egmont's flagship Disney weekly magazine as well: bursting with energy, bristling with

ABOVE: Noel Van Horn in 2016. Photo by Jacqueline Van Horn.

LEFT: Slurp! Mickey and Van Horn's characteristically gawky Goofy share dessert in a never-before-published study, 1998. Image courtesy Roland Benton.



cynicism, and diving into surreal scenarios heavily influenced by the halcyon days of Bill Walsh. "I was encouraged to push Mickey away from the mundane; it had become a necessity to yank him out of a decades-long comfort zone. I never actually thought of it as surrealism, and yet it was."

Early Noel Van Horn Mouse adventures, written both by and for Van Horn, showed Mickey pursuing a ghost train, rocketing skyward to capture a comet, and trekking into a "Wildwood" full of mythological beings—a favorite Van Horn theme. Through it all, Van Horn's Mickey was alternately a curious young adult and an ill-fated cynic: youthful enough to seek adventure, but grown-up enough to recognize foolish situations—where he constantly found himself. "Mickey needed to be edgier," Van Horn explains. "He had to have more grit. My stories weren't really meant for kids": but that's why kids proved to enjoy them.

Noel was growing, and so was his stock company. Settling in Vancouver with wife Jacqueline, a professional quilter, the young artist became a parent, bringing son Robert into the world in 1998.

Van Horn's Gottfredsonian rogues' gallery was enlarging as well. Over time, Noel Van Horn increasingly often accompanied his Mickey with a snarky Minnie and a dreamy, childlike Goofy. Like many other Egmont creators working under editor Byron Erickson, Noel featured a blustery, egocentric Horace Horsecollar whose character flaws were dialed up to eleven. Doc Static the inventor, while not a Gottfredson creation, nevertheless introduced highly Gottfredsonian doses of wild sci-fi to the stories. And then there were Pegleg Pete and the Phantom Blot: not too often featured by Van Horn, but turning in bold, aggressive performances, enhanced by Van Horn's wild camera angles and wilder poses.

"I loved drawing Pete," Van Horn explains, "but I was never allowed to do as many stories with him as I wanted to, because so many others were using him at the time." The tougher, more Gottfredsonian Pete in new Egmont stories had replaced the third-rate burglar that Pete had been in the 1980s, and every talent wanted a piece of him.

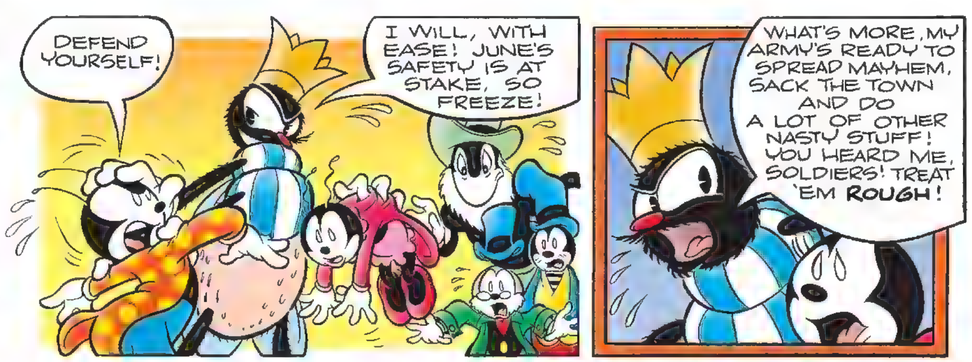
In time, Noel Van Horn's career led him outside the Mickey Mouse cast entirely. As early as the 1990s, he took a quick spin drawing Savage Steve Holland's and Bill Kopp's *Eek! the Cat* for a short-lived comic book. In 2007, Noel finally received a chance at Bucky Bug, illustrating a short 75th anniversary story for *Walt Disney's Comics and Stories* 677.

And then came Donald and Scrooge. "It took years for me to do the Mickey I wanted to do—the Mickey of that 'Mighty Whale Hunter' era." But Mickey's Egmont world was changing. Two decades on, nostalgists at the European creative studio's local publishers decided to return to 1980s-style, Murry-inspired material, trimming down Mickey story production and changing the tone of what remained. Rather than push top Mickey talents into the new-old direction, Egmont editors often reassigned them to the Disney Ducks. "Since starting with Donald," Noel says, "I've had absolutely no problems."

Thus today the former champion of a neo-Gottfredson Mouse has turned Duck Man like his father—and may not return to Mickey anytime soon. "Still, I only scratched the surface," Noel explains. "There's so much more that can be done with such a great character... Gottfredson proved it."

Wherever the years ahead take Noel Van Horn, his two decades of Mickey creativity, personality, and artistry have already produced an unforgettable bounty of highly valued stories: stories that are still being published for the first time in the United States, ensuring that English-speaking Mouse aficionados will enjoy them for a long time to come.

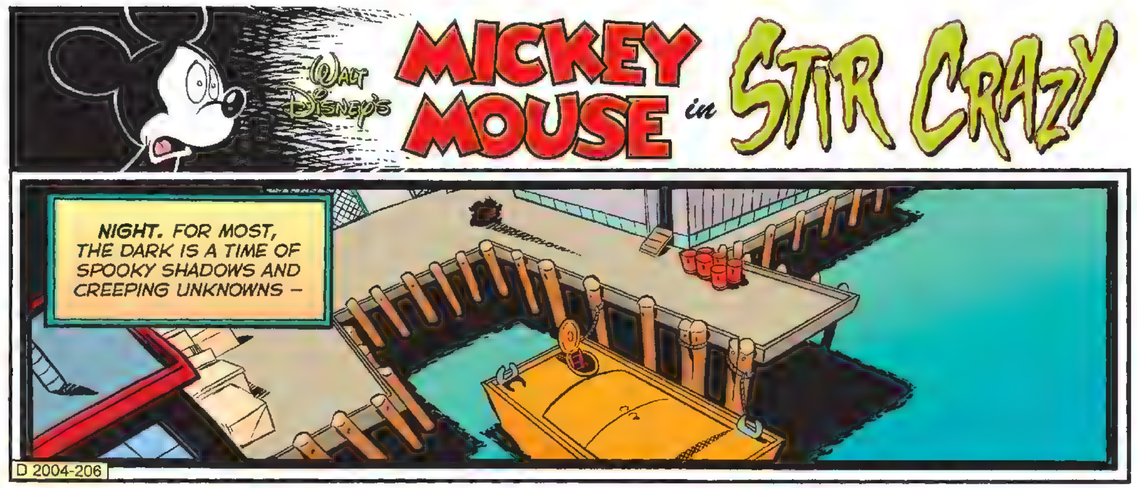
Floyd Gottfredson aficionados will be enjoying them, too. •

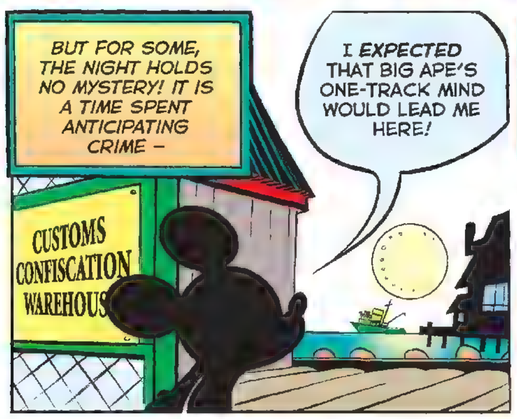


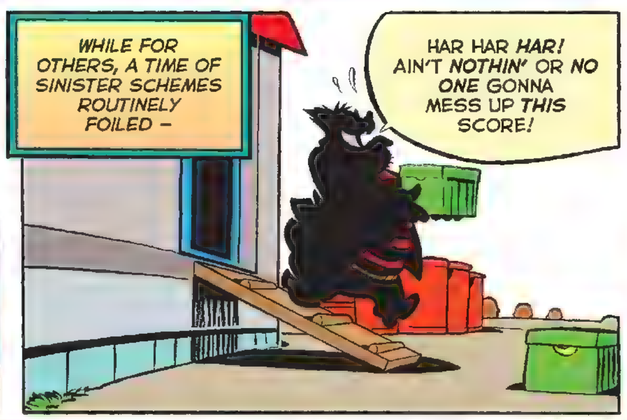
ABOVE: Surrealism, not unlike that of later Gottfredson, was a trademark of Van Horn's Mickey. Sequence from "Sandgate" (*Vacation Parade* 3, 2006).

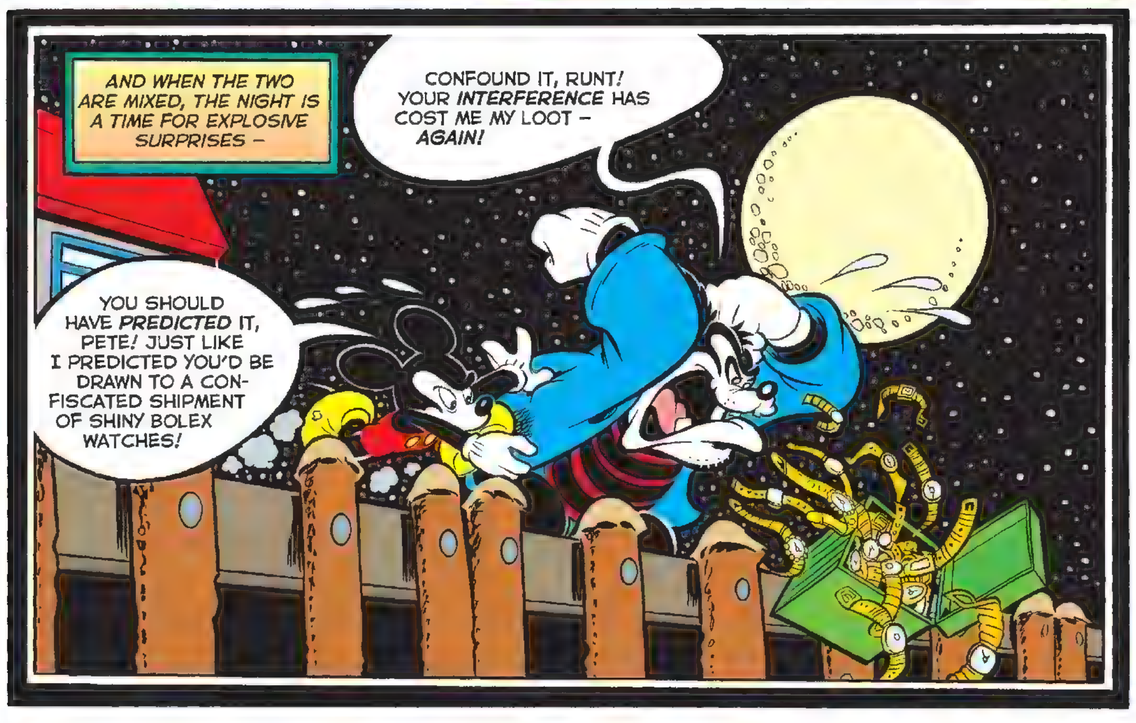
RIGHT: Van Horn finally got to draw his childhood hero, Bucky Bug, in "Bucky's Birthday Party" (*Walt Disney's Comics and Stories* 677, 2007).

OPPOSITE AND PAGES 290-293: Mickey Mouse in "Stir Crazy" (2007; version from *Walt Disney's Comics and Stories* 688, 2008). Story and art by Noel Van Horn, color by Egmont, lettering by Susan Kolberg.


Walt Disney's
MICKEY MOUSE in STIR CRAZY
NIGHT. FOR MOST, THE DARK IS A TIME OF SPOOKY SHADOWS AND CREEPING UNKNOWNS –
D 2004-206

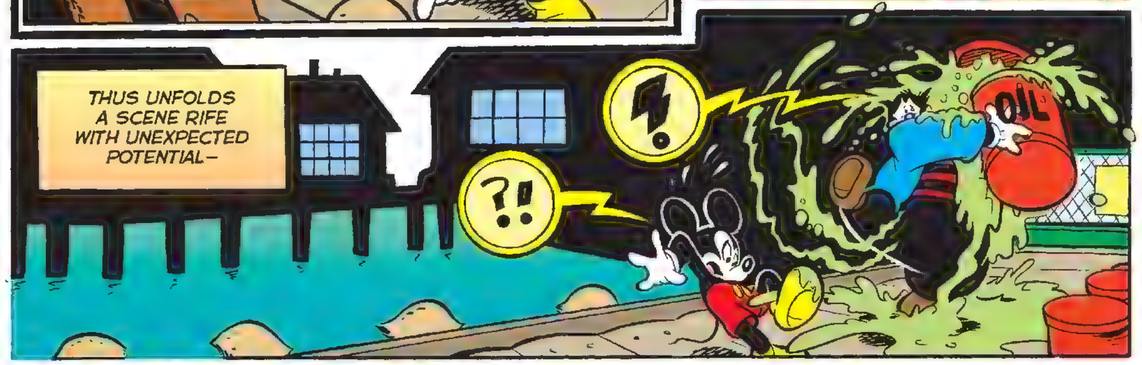

BUT FOR SOME, THE NIGHT HOLDS NO MYSTERY! IT IS A TIME SPENT ANTICIPATING CRIME –
CUSTOMS CONFISCATION WAREHOUSE
I EXPECTED THAT BIG APE'S ONE-TRACK MIND WOULD LEAD ME HERE!


WHILE FOR OTHERS, A TIME OF SINISTER SCHEMES ROUTINELY FOILED –
HAR HAR HAR! AIN'T NOTHIN' OR NO ONE GONNA MESS UP THIS SCORE!

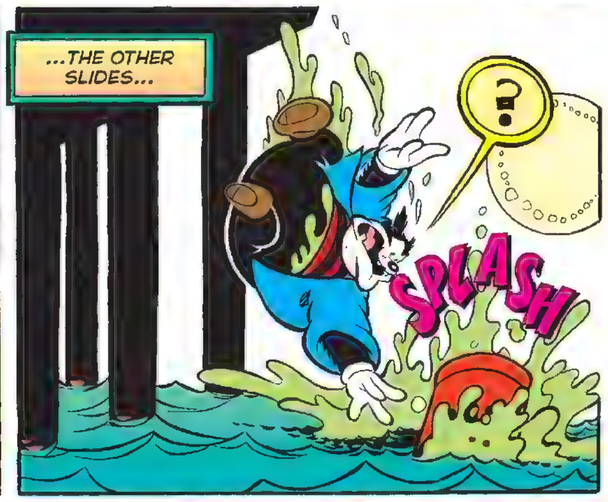

AND WHEN THE TWO ARE MIXED, THE NIGHT IS A TIME FOR EXPLOSIVE SURPRISES –
CONFOUND IT, RUNT! YOUR INTERFERENCE HAS COST ME MY LOOT – AGAIN!
YOU SHOULD HAVE PREDICTED IT, PETE! JUST LIKE I PREDICTED YOU'D BE DRAWN TO A CONFISCATED SHIPMENT OF SHINY BOLEX WATCHES!

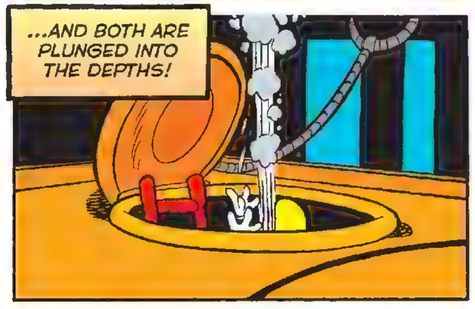
I'D MUCH RATHER PREDICT YOUR DEMISE, RUNT! THEN I'D BE A HAPPY VILLAIN!
THEN COME UP WITH A CLEVER SCHEME FOR ONCE! ANYTHING TO SNAP YOU OUT OF YOUR PETTY RUT!

NAH! I'D BE JUST AS HAPPY WHAMMING YOU INTO JELLY!
I'D EXPECT THAT FROM A MOLLUSK LIKE YOU!
OIL

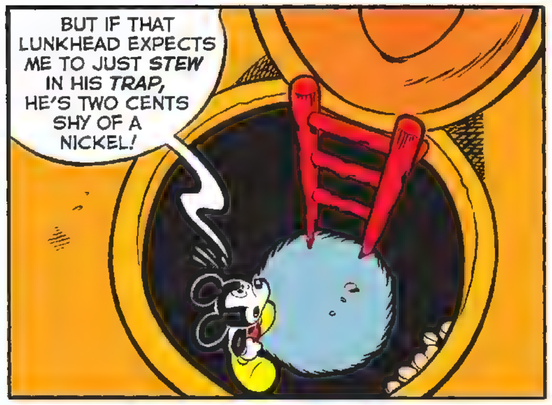

THUS UNFOLDS A SCENE RIFE WITH UNEXPECTED POTENTIAL–
?!
OIL

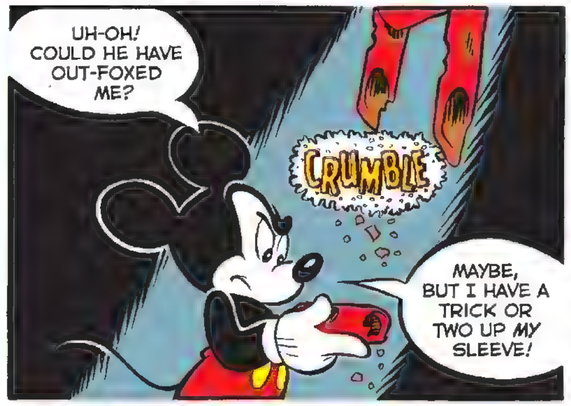
AS ONE SLIPS...
WATCH OUT!!


...THE OTHER SLIDES...
?
SPLASH!


...AND BOTH ARE PLUNGED INTO THE DEPTHS!

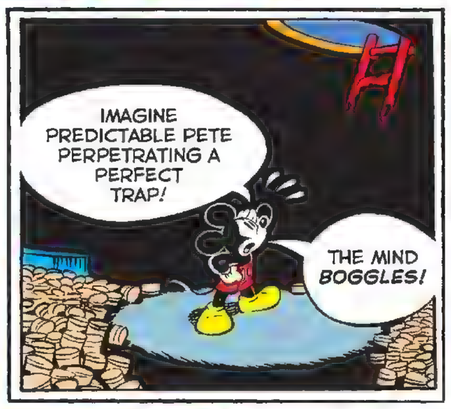
AFTER THE DUST SETTLES –
THIS IS A SWITCH FOR ONCE-SO-PREDICTABLE PETE!
IMAGINE HIM GETTING SO CLEVER SO SOON!

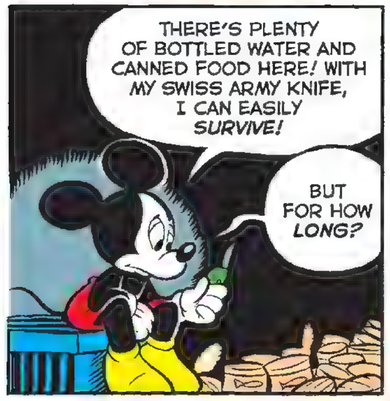

BUT IF THAT LUNKHEAD EXPECTS ME TO JUST STEW IN HIS TRAP, HE'S TWO CENTS SHY OF A NICKEL!

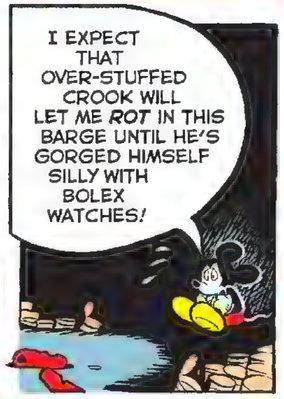

UH-OH! COULD HE HAVE OUT-FOXED ME?
CRUMBLE
MAYBE, BUT I HAVE A TRICK OR TWO UP MY SLEEVE!

WHOAAA! THIS MUST BE PETE'S DREAM COME TRUE!

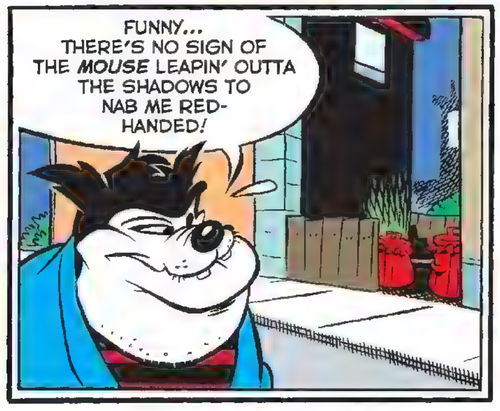
I REALLY AM TRAPPED!


IMAGINE PREDICTABLE PETE PERPETRATING A PERFECT TRAP!
THE MIND BOGGLES!


THERE'S PLENTY OF BOTTLED WATER AND CANNED FOOD HERE! WITH MY SWISS ARMY KNIFE, I CAN EASILY SURVIVE!
BUT FOR HOW LONG?


I EXPECT THAT OVER-STUFFED CROOK WILL LET ME ROT IN THIS BARGE UNTIL HE'S GORGED HIMSELF SILLY WITH BOLEX WATCHES!

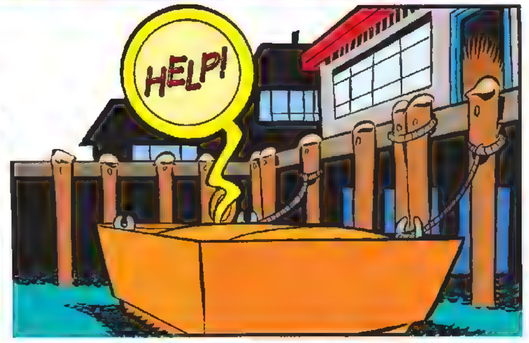
BUT –
SHINY JEWELRY
IF I CAN'T GET A WHOLE SHIPMENT OF THESE PRETTIES, AT LEAST I CAN GRAB A FEW IN MANY ROBBERIES!

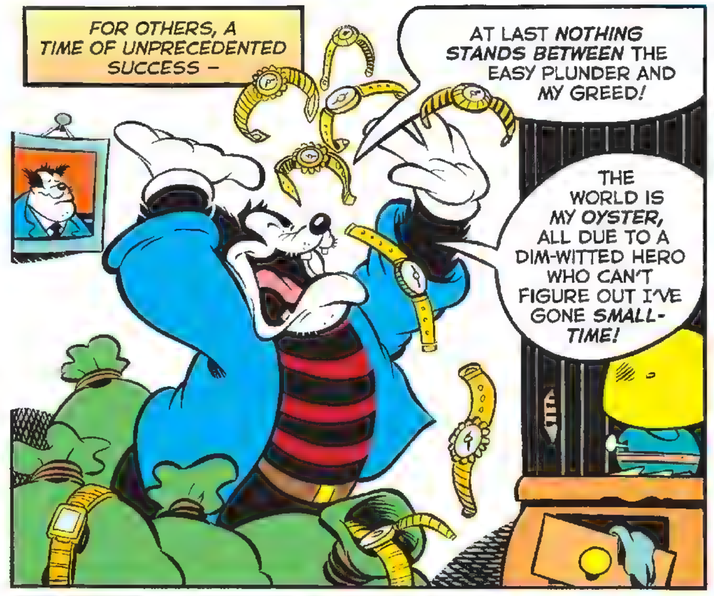

FUNNY... THERE'S NO SIGN OF THE MOUSE LEAPIN' OUTTA THE SHADOWS TO NAB ME RED-HANDED!

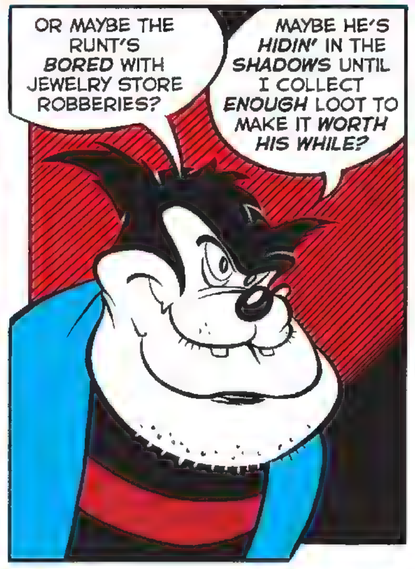
MUST BE DELIBERATELY CHANGING HIS TACTICS TO THROW ME OFF GUARD! HE NEVER DID PLAY FAIR!

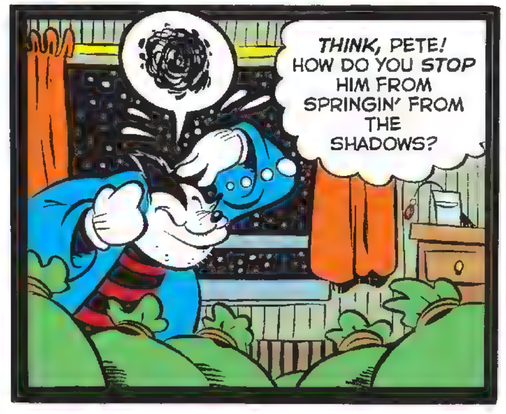
DAYS PASS! FOR SOME IT IS A TIME FOR REFLECTION –
HOW DID I MISS PETE SETTING ME UP?
TUNA
WHEN DID HE DRAG A RED-HERRING ACROSS MY PATH SO I WOULDN'T NOTICE HE'S SMARTER THAN HE LOOKS?

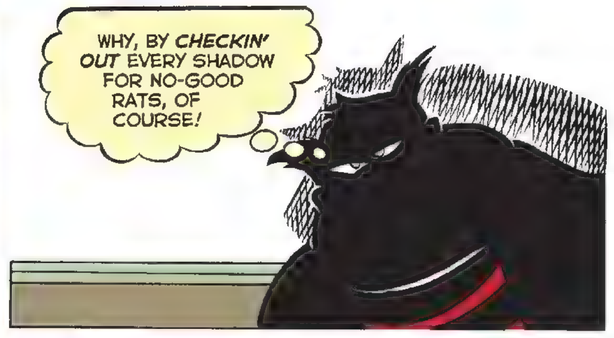
GOLLY! WITH PETE ON THE LOOSE, NO ONE IS SAFE! NOT EVEN MINNIE!
AND IF THAT BIG APE SHOULD TURN HIS UNWANTED ATTENTION TO HER –

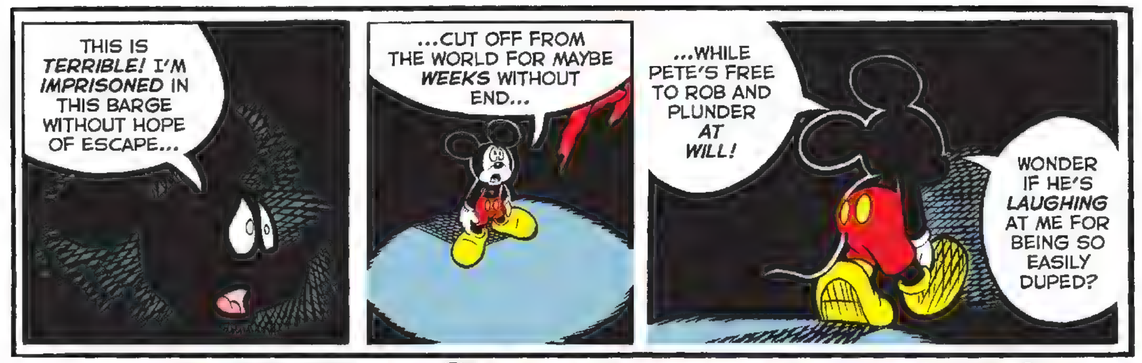

HELP!


FOR OTHERS, A TIME OF UNPRECEDENTED SUCCESS –
AT LAST NOTHING STANDS BETWEEN THE EASY PLUNDER AND MY GREED!
THE WORLD IS MY OYSTER, ALL DUE TO A DIM-WITTED HERO WHO CAN'T FIGURE OUT I'VE GONE SMALL-TIME!

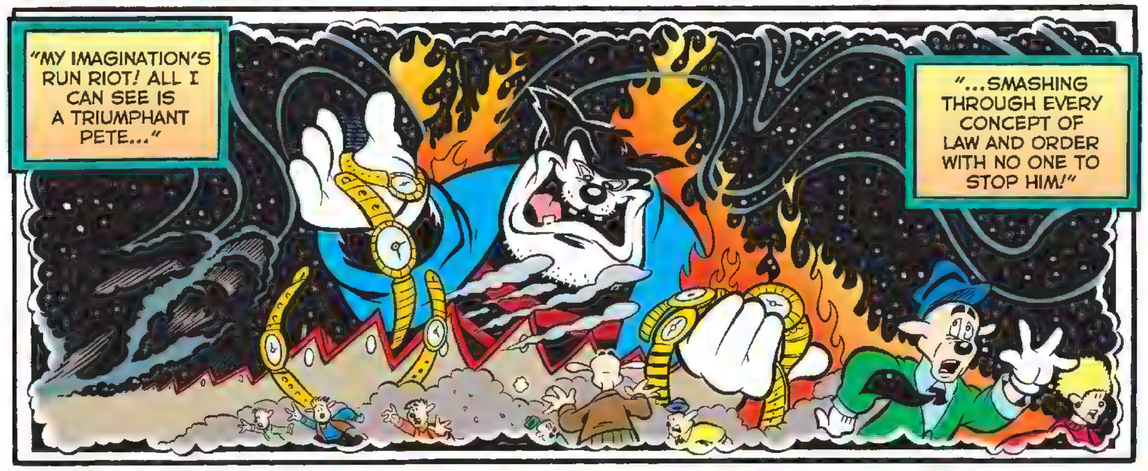

OR MAYBE THE RUNT'S BORED WITH JEWELRY STORE ROBBERIES?
MAYBE HE'S HIDIN' IN THE SHADOWS UNTIL I COLLECT ENOUGH LOOT TO MAKE IT WORTH HIS WHILE?


THINK, PETE! HOW DO YOU STOP HIM FROM SPRINGIN' FROM THE SHADOWS?


WHY, BY CHECKIN' OUT EVERY SHADOW FOR NO-GOOD RATS, OF COURSE!

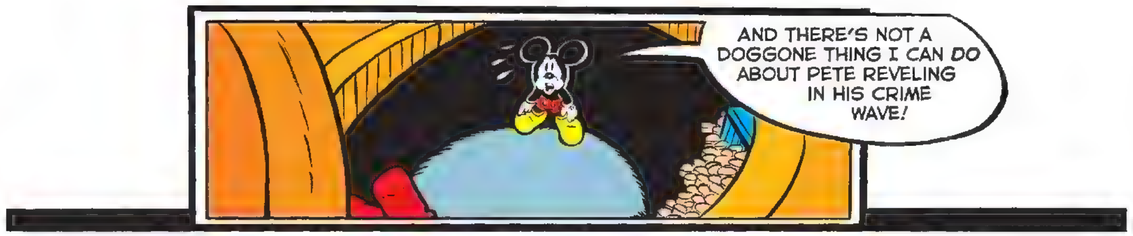

THIS IS TERRIBLE! I'M IMPRISONED IN THIS BARGE WITHOUT HOPE OF ESCAPE...
...CUT OFF FROM THE WORLD FOR MAYBE WEEKS WITHOUT END...
...WHILE PETE'S FREE TO ROB AND PLUNDER AT WILL!
WONDER IF HE'S LAUGHING AT ME FOR BEING SO EASILY DUPED?

GULP! I CAN IMAGINE WHAT THAT BRUTE IS UP TO!
OH, ME! OH, MY!


"MY IMAGINATION'S RUN RIOT! ALL I CAN SEE IS A TRIUMPHANT PETE..."
"...SMASHING THROUGH EVERY CONCEPT OF LAW AND ORDER WITH NO ONE TO STOP HIM!"

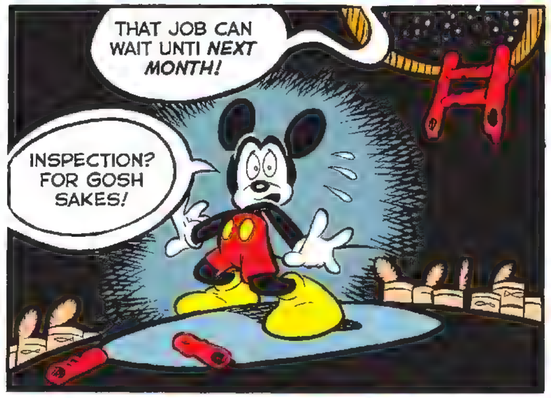
EVERYTHING I KNOW IS TEETERING UPON THE BRINK OF DOOM, AWASH IN A SEA OF CHAOS!

OH, SO –
WHAT WAS THAT? SOMETHING MOVING IN THE SHADOWS?!


AND THERE'S NOT A DOGGONE THING I CAN DO ABOUT PETE REVELING IN HIS CRIME WAVE!

I KNOW YOU'RE IN THERE, MOUSE! YOU CAN'T FOOL ME BY HIDING IN THE SHADOWS!

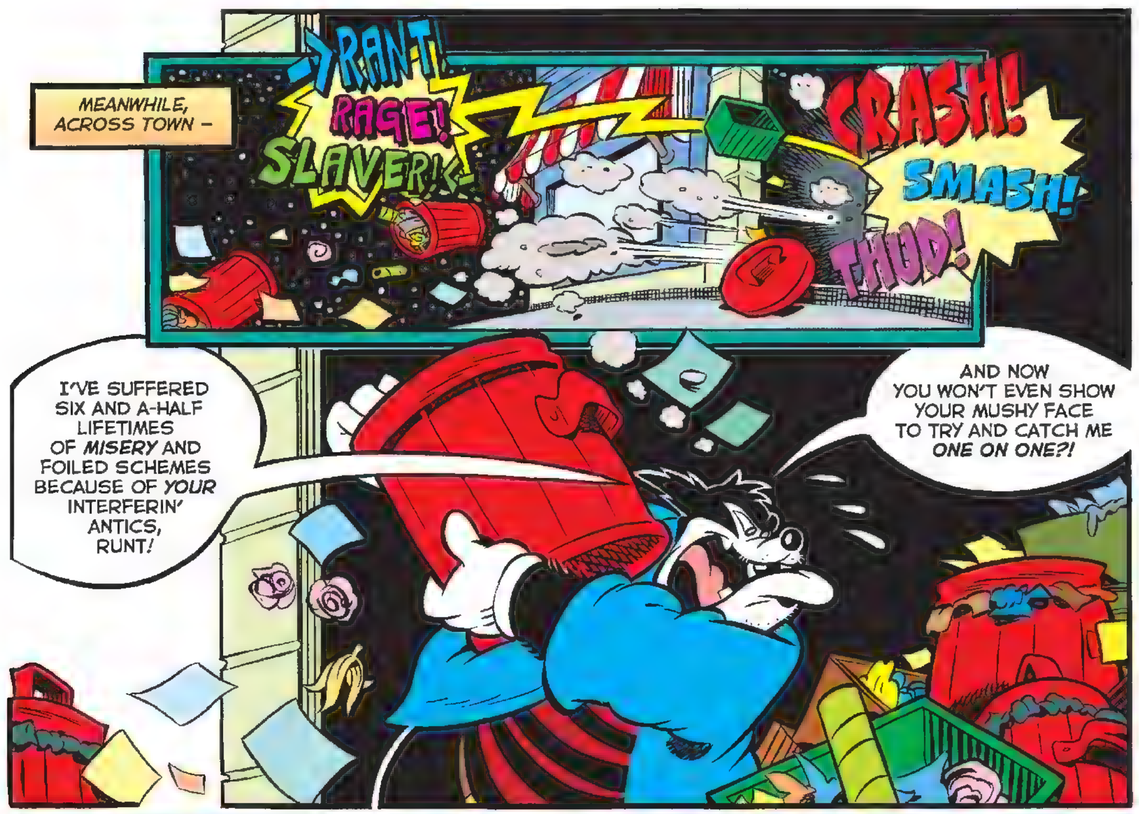
C'MON, MELVIN! THAT BARGE DOESN'T NEED AN INSPECTION TONIGHT!
IN OTHER WORDS, I'M A MOUSE WITH A PROBLEM!

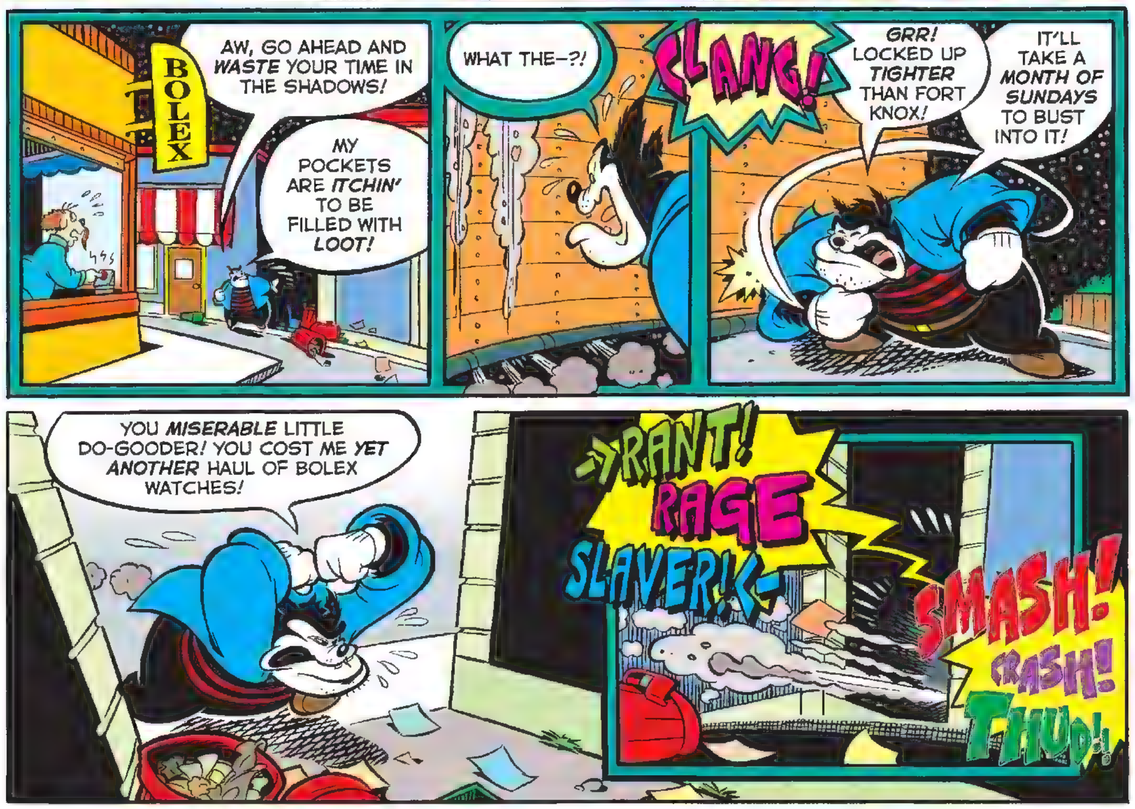

THAT JOB CAN WAIT UNTI NEXT MONTH!
INSPECTION? FOR GOSH SAKES!

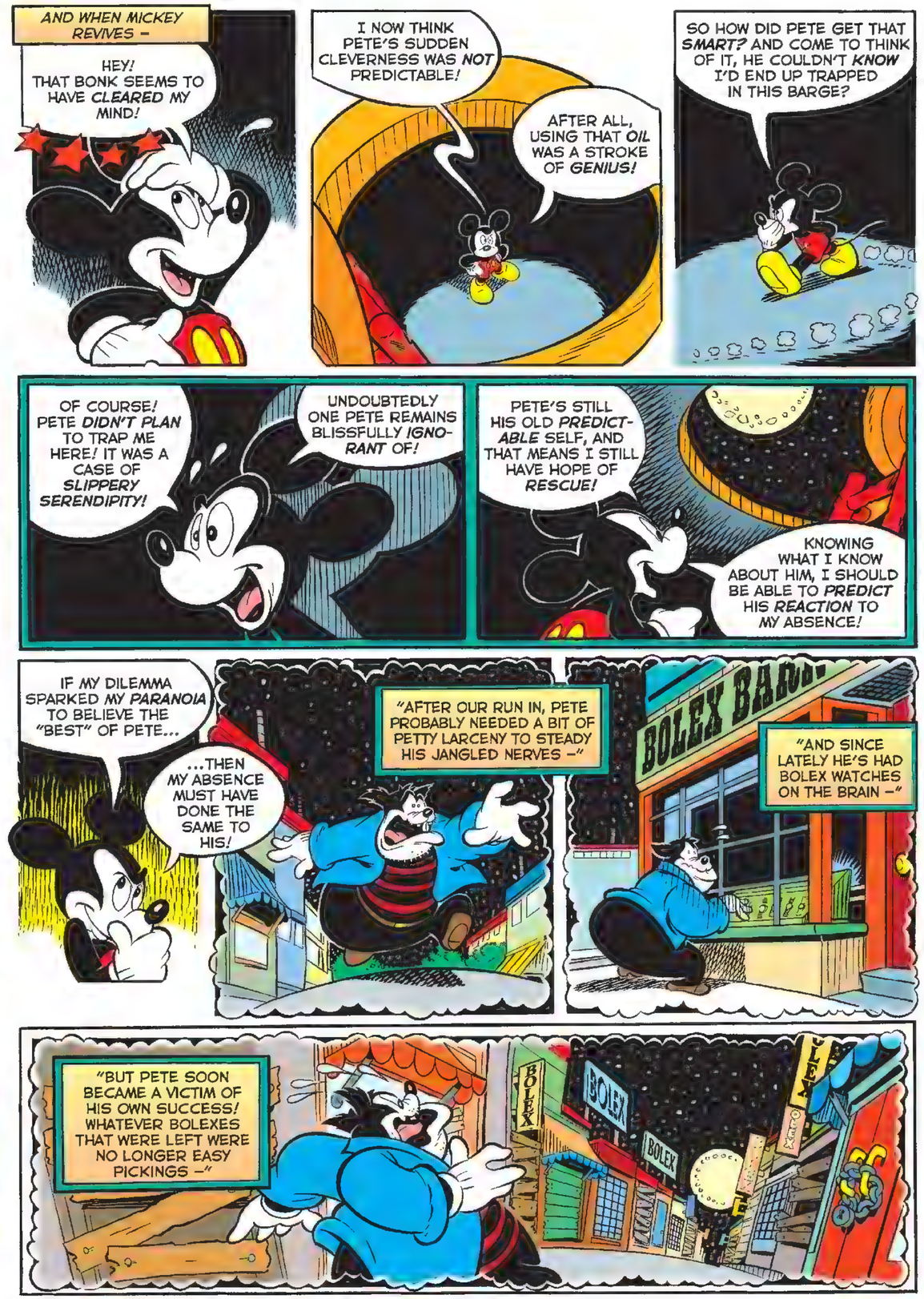
HELLO! WAIT! I'M TRAPPED DOWN HERE IN THE BARGE!

PLEASE DON'T GO! I NEED YOUR HELP–
CLANG!

?
BONK!

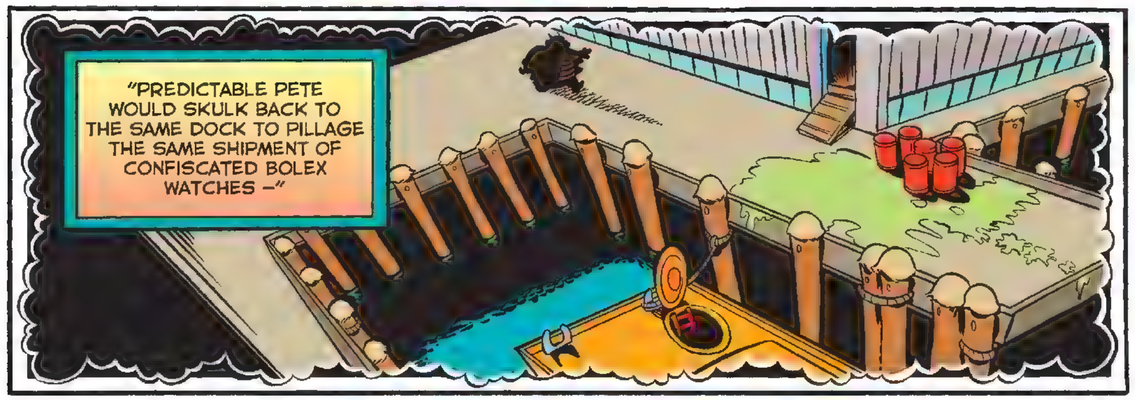

MEANWHILE, ACROSS TOWN –
RANT! RAGE! SLAVER!
CRASH! SMASH! THUD!
I'VE SUFFERED SIX AND A-HALF LIFETIMES OF MISERY AND FOILED SCHEMES BECAUSE OF YOUR INTERFERIN' ANTICS, RUNT!
AND NOW YOU WON'T EVEN SHOW YOUR MUSHY FACE TO TRY AND CATCH ME ONE ON ONE?!

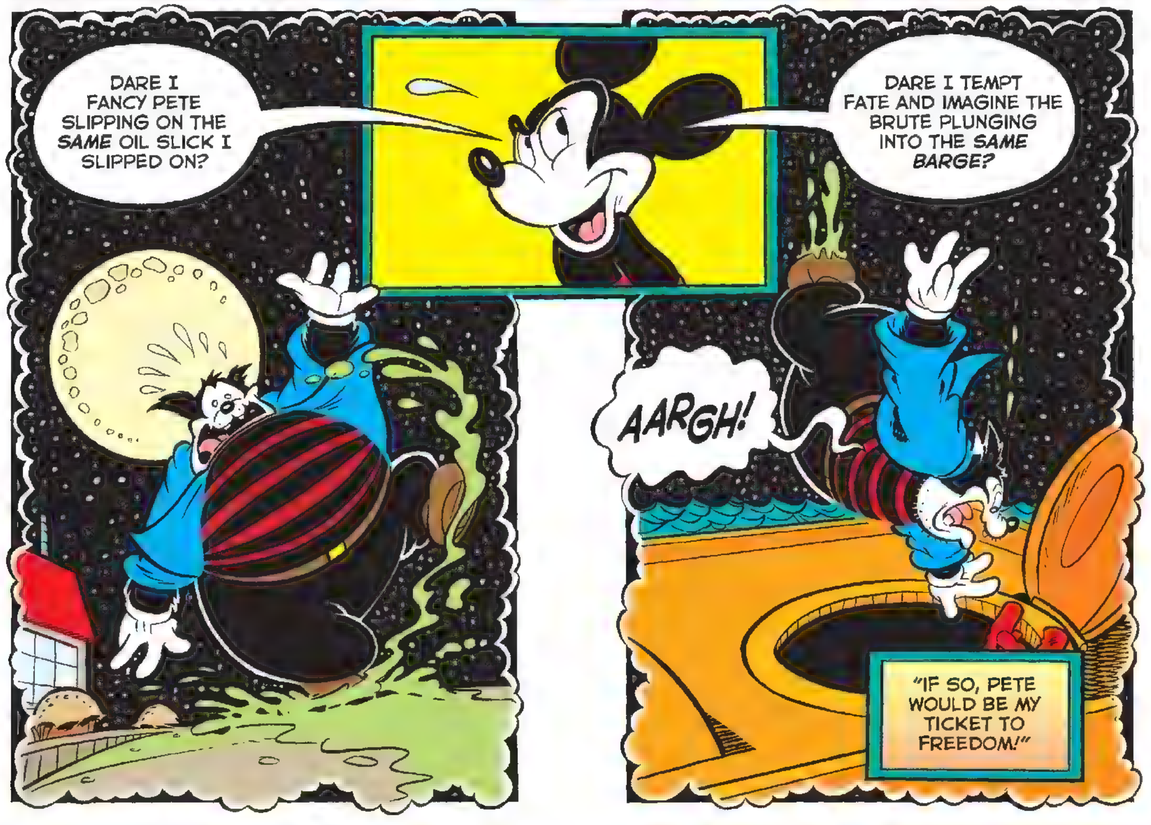

BOLEX
AW, GO AHEAD AND WASTE YOUR TIME IN THE SHADOWS!
MY POCKETS ARE ITCHIN' TO BE FILLED WITH LOOT!
WHAT THE–?!
CLANG!
GRR! LOCKED UP TIGHTER THAN FORT KNOX!
IT'LL TAKE A MONTH OF SUNDAYS TO BUST INTO IT!
YOU MISERABLE LITTLE DO-GOODER! YOU COST ME YET ANOTHER HAUL OF BOLEX WATCHES!
RANT! RAGE SLAVER!
SMASH! CRASH! THUD!

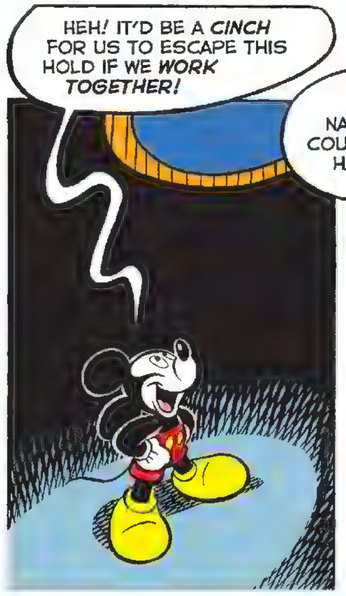

AND WHEN MICKEY REVIVES –
HEY! THAT BONK SEEMS TO HAVE CLEARED MY MIND!
I NOW THINK PETE'S SUDDEN CLEVERNESS WAS NOT PREDICTABLE!
AFTER ALL, USING THAT OIL WAS A STROKE OF GENIUS!
SO HOW DID PETE GET THAT SMART? AND COME TO THINK OF IT, HE COULDN'T KNOW I'D END UP TRAPPED IN THIS BARGE?
OF COURSE! PETE DIDN'T PLAN TO TRAP ME HERE! IT WAS A CASE OF SLIPPERY SERENDIPITY!
UNDOUBTEDLY ONE PETE REMAINS BLISSFULLY IGNORANT OF!
PETE'S STILL HIS OLD PREDICTABLE SELF, AND THAT MEANS I STILL HAVE HOPE OF RESCUE!
KNOWING WHAT I KNOW ABOUT HIM, I SHOULD BE ABLE TO PREDICT HIS REACTION TO MY ABSENCE!
IF MY DILEMMA SPARKED MY PARANOIA TO BELIEVE THE "BEST" OF PETE...
...THEN MY ABSENCE MUST HAVE DONE THE SAME TO HIS!
"AFTER OUR RUN IN, PETE PROBABLY NEEDED A BIT OF PETTY LARCENY TO STEADY HIS JANGLED NERVES –"
BOLEX BAR
"AND SINCE LATELY HE'S HAD BOLEX WATCHES ON THE BRAIN –"
"BUT PETE SOON BECAME A VICTIM OF HIS OWN SUCCESS! WHATEVER BOLEXES THAT WERE LEFT WERE NO LONGER EASY PICKINGS –"
BOLEX
BOLEX
BOLEX

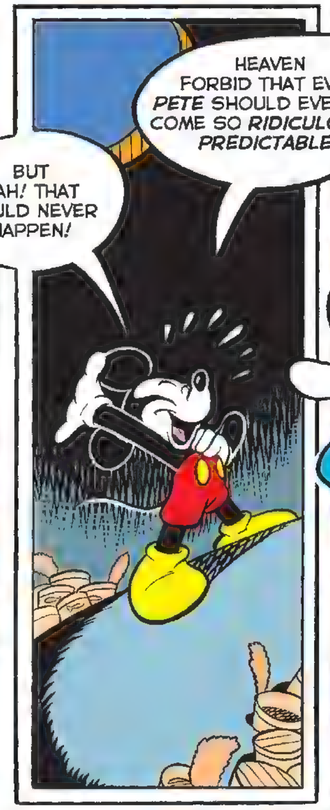
"STILL YEARNING TO SATISFY HIS INBUILT GREED, PETE WOULD HAVE REALIZED THERE WAS NONE TO BE HAD IN TOWN..."

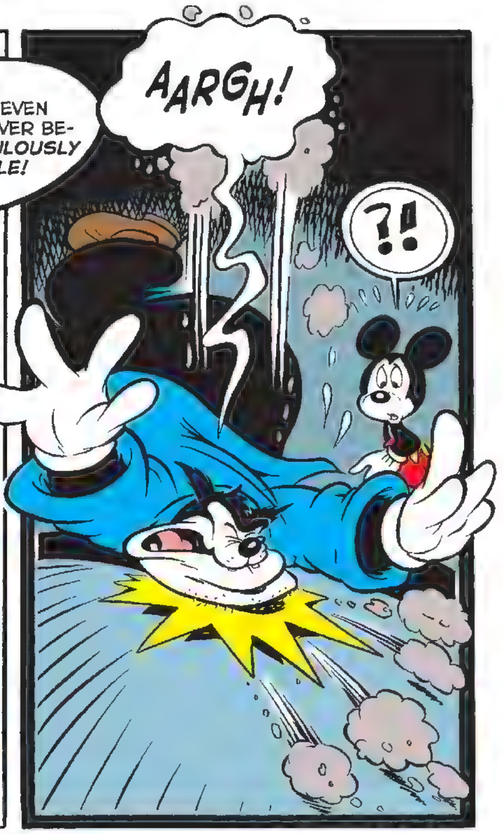
...AND WOULD HAVE RETRACED HIS STEPS TO SCORES THAT *GOT AWAY* FROM HIM–LIKE THE HEIST I *FOILED* HERE ON THE WATERFRONT!


"PREDICTABLE PETE WOULD SKULK BACK TO THE SAME DOCK TO PILLAGE THE SAME SHIPMENT OF CONFISCATED BOLEX WATCHES –"


DARE I FANCY PETE SLIPPING ON THE *SAME* OIL SLICK I SLIPPED ON?
DARE I TEMPT FATE AND IMAGINE THE BRUTE PLUNGING INTO THE *SAME BARGE?*
AARGH!
"IF SO, PETE WOULD BE MY TICKET TO FREEDOM!"

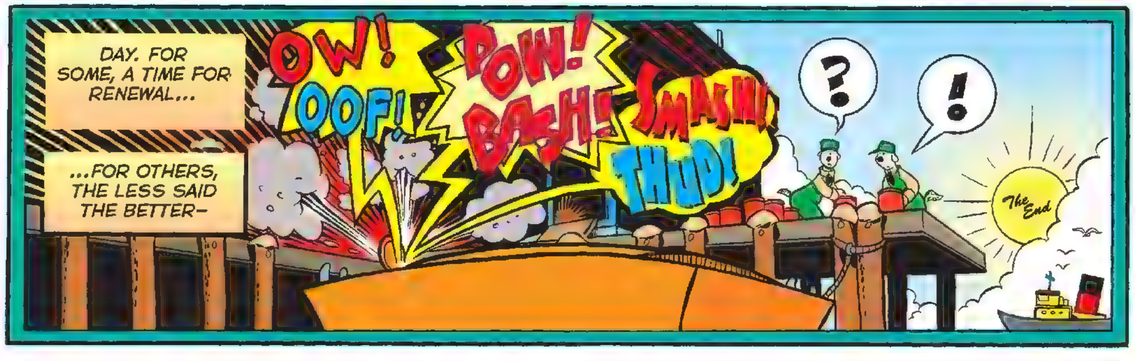

HEH! IT'D BE A *CINCH* FOR US TO ESCAPE THIS HOLD IF WE *WORK TOGETHER!*

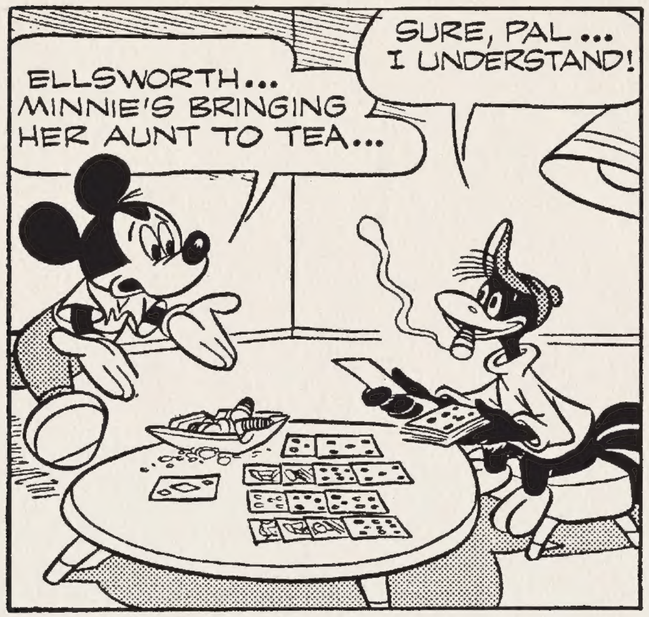

BUT NAH! THAT COULD NEVER HAPPEN!
HEAVEN FORBID THAT EVEN *PETE* SHOULD EVER BECOME SO *RIDICULOUSLY PREDICTABLE!*

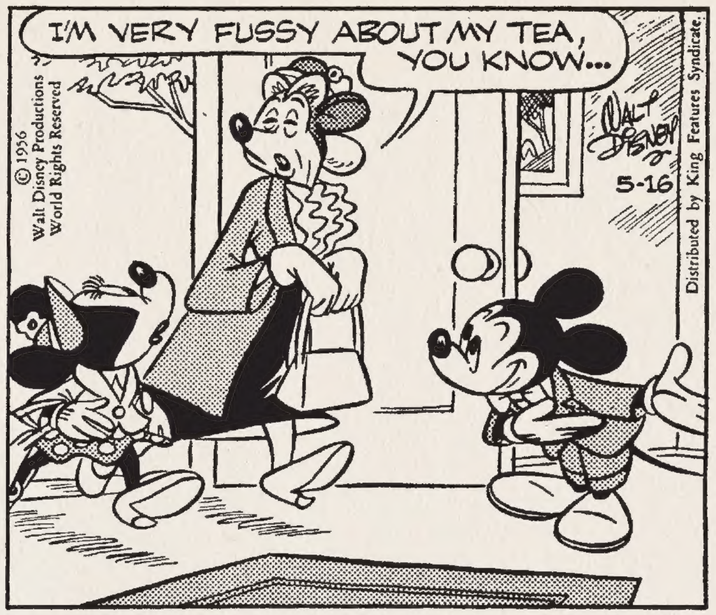

AARGH!
?!

GOOD GRIEF, PETE! YOU TRULY *DO* SUFFER FROM A CASE OF *TERMINAL PREDICTABILITY!*

BLAST YOUR EARS, MOUSE! I *SHOULD'VE KNOWN* YOU'D BEAT ME TO MY OWN SCORE! I SHOULD'VE KNOWN YOU'D BE WAITING TO CAPTURE ME RED-HANDED YET AGAIN!


DAY. FOR SOME, A TIME FOR RENEWAL...
...FOR OTHERS, THE LESS SAID THE BETTER–
OW!
OOF!
POW!
BASH!
SMASH!
THUD!
?
!
The End





One day in 1944, a bird spoke... and the earth shook!

Well, perhaps the event wasn't *that* dramatic. But when—midway through Bill Walsh's and Floyd Gottfredson's "The Pirate Ghostship" (1944)—an otherwise nonhumanized crow began to speak intelligent, conversational English, it was something new in the *Mickey Mouse* strip.

A reader could be forgiven for not grasping the significance. After all, a parrot in the same "Ghostship" story had spoken English just a few weeks before. But the parrot, like a real parrot, only blurted out an occasional phrase; the crow conversed like a human being. To be fair, the crow was owned by a magic user in the story. Maybe he was an enchanted crow? But maybe not.

And ultimately, the whys of the case didn't matter. Writer Bill Walsh had gotten his first taste of what we might jokingly call Random Anthropomorphic Syndrome (RAS): the unexpected granting of humanlike behavior to an animal for comic effect. And once you drank from this well—or petted at this zoo?—there was no going back. In the immortal words of Samuel Johnson, "a dog's walking on his hind legs... is not done well; but you are surprised to find it done at all." RAS was so surprising for Walsh that he couldn't resist indulging in it again and again.

Thus, as the years and *Mickey* strips passed, Sluggy the tomcat used his paws as hands to wake Dogcatcher Dan during a fire. A rival dog punched Pluto out, prizefighter style, rather than biting him like a real canine. Multiple "educated apes"—in multiple stories!—went to college like humans and behaved like snobs. Ha-ha, readers would never expect humanlike behavior *this* time...

Or would they? Wasn't a strip starring Mickey *Mouse*, by its very nature, a strip in which we *already expected* humanlike behavior from animals... or, rather, animal stand-ins for humans? Of course, therein lay the rub. In comics and animation both, Mouseton had always shown "human animals" and "animal animals" side by side, but their coexistence had always been a little shaky: think of the party jokes about Goofy and Pluto both being dogs. Introducing a *third* category of creature—animals who lived like animals, until the moment it was funny *not* to—perhaps made reality a little too relative.

A line in the sand seems to have been drawn in 1949, when Walsh introduced the character of Ellsworth to the *Mickey Mouse* Sunday strip—but pointedly, not to the daily. Purchased as a pet for Goofy, the genius mynah bird was a college grad and a scientist, wore clothes and spoke English like a cultured wise guy, yet lived in a birdhouse and flew. While Ellsworth was a great personality, it appears he warped reality too much for the relative believability of the daily strip serials—even as they featured a time traveler and aliens! In any case, Ellsworth stayed out until the daily's conversion to a gag strip in the late 1950s; by the time he showed up, he had all but fully evolved into, essentially, a human who occasionally flew. In the Italian Disney comics of Romano Scarpa, founded on and continuing Walsh's and Gottfredson's continuity some five years later, Ellsworth could drive a car and have a job: the transformation was complete.

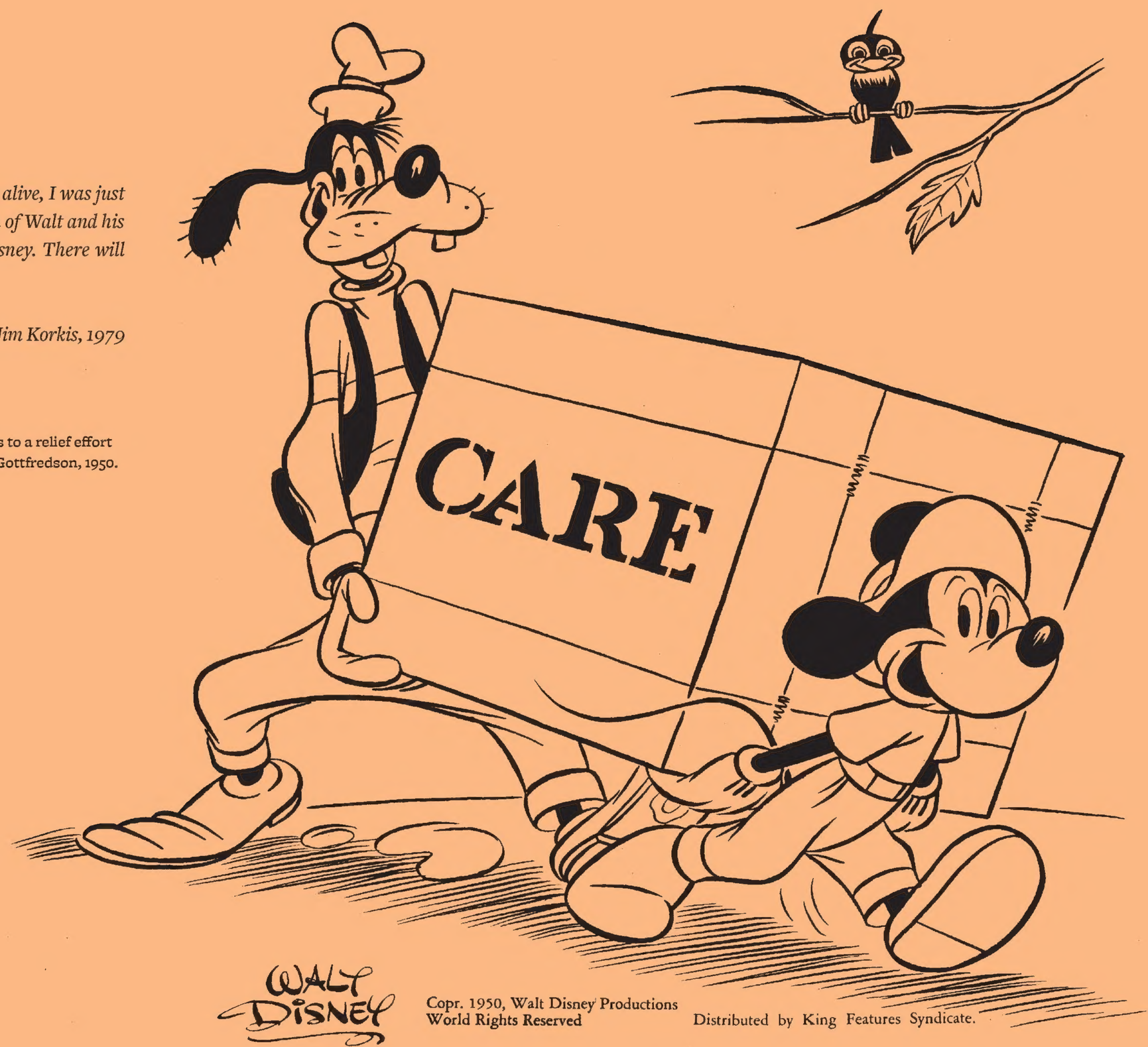
Maybe highlighting the humanity of animals in a comic strip about the animality of man—or vice versa?—wasn't such a hot idea. But one has to give Walsh and Gottfredson props for taking the risk. Even if it were not done well, we might be surprised to see it done at all. [DG]

ABOVE: Ellsworth the genius mynah bird makes an emergency reversion back to his animal self. *Mickey Mouse* gag-a-day strip for May 17, 1956; story by Bill Walsh, art by Floyd Gottfredson.

"If, as you said, I kept the real Mickey alive, I was just doing the best I could as an extension of Walt and his dream. There was only one Walt Disney. There will never be another."

— Floyd Gottfredson to Jim Korkis, 1979

RIGHT: Mickey and Goofy distribute goodies to a relief effort in a special promotional drawing by Floyd Gottfredson, 1950.



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ABOVE: Almost two decades before this volume's "Itching Gulch," the name of the town—*and* the evil cowboys in Granny's gang—were anticipated by "Itchy Ike," the Wild West-style canine baddie created by Gottfredson in about 1931 for an aborted non-Disney comics project. Image © Floyd Gottfredson Estate and courtesy Floyd Gottfredson Estate and Heritage Auctions; used with permission of Colleen Gottfredson Toomay.

ABOUT THE EDITORS

DAVID GERSTEIN is an animation and comics researcher, writer, and editor working extensively with the Walt Disney Company and its licensees. Gerstein's published work includes *Mickey and the Gang: Classic Stories in Verse*; *Walt Disney Treasures – Disney Comics: 75 Years of Innovation*; and *Walt Disney Uncle Scrooge and Donald Duck: The Don Rosa Library*. He has also worked with Disney to preserve the *Mickey Mouse* newspaper strips seen in this volume.

GARY GROTH co-founded Fantagraphics Books and *The Comics Journal* in 1976. And he is still at it.

THOMAS ANDRAE is an internationally recognized authority on social theory and Cultural Studies and an instructor at California State University East Bay. He is co-founder and senior editor of *Discourse: Journal for Theoretical Studies in Media and Culture*. He is the author of *Carl Barks and the Disney Comic Book: Unmasking the Myth of Modernity*; and *Creators of the Superheroes*; and co-author of Bob Kane's autobiography, *Batman & Me*; *Siegel and Shuster's Funnyman: The First Jewish Superhero* (with Mel Gordon); and *Walt Kelly: The Life and Art of the Creator of Pogo* (with Carsten Laqua).

FRANCESCO "Frank" STAJANO was imprinted on Disney comics at preschool age and never grew out of it: the walls of his house are covered in bookshelves and many of them hold comics. He has often written about Disney comics, particularly with Leonardo Gori. In real life he is an associate professor at the University of Cambridge in England.

LEONARDO GORI is a comics scholar and collector specializing in Italian Disney authors and syndicated 1930s newspaper strips. With Frank Stajano and others, he has written many books on Italian "fumetti" and American comics in Italy. He has also written thrillers, which have been translated into Spanish, Portuguese, and Korean.

JOE TORCIVIA is a comics historian renowned for decades of Disney, Warner Bros, Hanna-Barbera, and DC Comics scholarship. He has also worked as a dialogue writer for American editions of European Disney comics. He maintains the blog "The Issue At Hand" (*tiahblog.blogspot.com*), featuring a light-hearted look at pop culture.

JONATHAN GRAY was born in 1979 in Birmingham, Alabama. Best known as an artist and writer for his online comics "Chip and Walter" and "Time Trouble," he has done work since 2003 for Archie Comics (*Sonic the Hedgehog*) and various Disney licensees (*Mickey Mouse*, *DuckTales*). He credits his mother for introducing him to comics... to keep him from playing crazy stupid amounts of video games. Currently he is a fulltime comics professional working on his own and Disney-licensed material.

THAD KOMOROWSKI began his professional association with Disney comics as a teenager, writing character dialogue for American editions of European *Uncle Scrooge* stories. Today a historian and archivist, Komorowski maintains the blog *whataboutthad.com*, devoted to the art of animation, comics, and live-action film. He is the author of *Sick Little Monkeys: The Unauthorized Ren & Stimpy Story*.

STEFANO PRIARONE was born in northwestern Italy shortly before Floyd Gottfredson's retirement. Priarone was introduced to Gottfredson's work at just five years of age, when his Aunt Pinuccia read him an Italian collection of Mickey classics. Today, Priarone writes about pop culture for many Italian newspapers and magazines, and has critiqued an Italian Mickey *Dracula* parody for an Italian book of vampire lore.

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"ONCE IT'S OVER, PMEMORIES AND PDREAMS ARE THE SAME PTHING!"

Who or what is "Be-Junior"? Astronauts Mickey and Eega Beeva are about to find out—it's a planet beyond the moon! Here Commander Woo-Woo, leader of a faceless alien army, demands Mickey and Eega help her battle the deadly Aints! But what if our heroes refuse? Well, the "good guys" on Be-Junior can get kind of deadly, too...

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